ZIFF DAVIS

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74 REVIEWS The Most Ever!

# ELECTRONIC GAMING MONTHLY

NUMBER 138

## Twisted Metal: BLACK

Sweet Tooth strikes back on PlayStation 2

## Reviewed:

Driver 2, Pokémon Gold & Silver and Jet Grind Radio

Quake III on SegaNet

Holiday hit or just a turkey?

January 2001
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DISPLAY UNTIL JANUARY 8

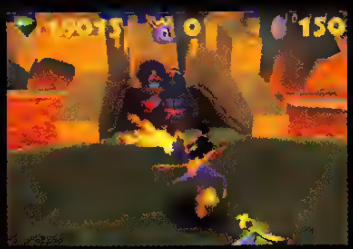
## Xbox

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It's barbecue time.



Bentley, the yeti with a mean left hook.



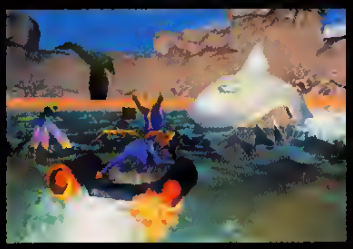
Spyro gets totally vert.

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EDITORIAL

By John Davison • john_davison@ziffdavis.com



# What's Old Is New Again

Sweet Tooth growls around the environment, lets rip with a couple of missiles, and huge stuff falls over with a very loud bang. Very cool. Some other vehicle cruises in, lets fly with a vicious sparky, spinny wheel of death contraption, and the watching crowd makes cooing noises. Airliners fly over, buildings collapse, lightning cracks, and things make loud noises as we are informed that Twisted Metal experienced something of a rebirth. The crowd cheers with genuine enthusiasm as more incredible effects ensue. Then, out of nowhere, a new defining moment for PS2 games occurs. Sweet Tooth's ice cream truck, without slowing down or stopping, folds in on itself in a Transformers style and pieces together as a giant robot on wheels. As his demonic head pops out of the top of the contraption, the crowd erupts into a fit of raucous enthusiasm that would make you think they'd just been informed of the Second Coming. Such was the first public demo of Twisted Metal: Black at a Sony press event a couple of months ago. After years of slowly and painfully deconstructing perfectly good franchises by putting out crappy "sequels" every year, Sony's attitude to first-party development now seems to be going through a renaissance. The new VP of product development, Shuhei Yoshida has done the video game equivalent of "getting the band back together" in the formation of Incognito. Forget the trash that were the third and fourth installments of Twisted Metal, "Black" as it's already affectionately referred to, is the real deal. And it's only the beginning too. It looks like we're going to see the rebirth of many series that we look back on fondly and this will be the driving force behind a "looking forward by looking back" kinda vibe to the magazine for the next couple of issues. Next month, to follow on from our Twisted Metal story we'll have goodies on other popular franchises like WipeOut and Tomb Raider. Then, of course, there's the stuff that we're not supposed to talk about because it's "not confirmed" (but I'll drop them in here, 'cause no one ever reads this page), like the possibilities of new Jet Moto games, completely revamped sports franchises, the third installment of Syphon Filter, and [sharp intake of breath] maybe even a sequel to Warhawk. It's all exciting stuff, and we can thank the power of PlayStation 2 for helping drag the Sony franchises out of the muck. Now if only all of us who actually want one could actually buy a system, everything would be fabulous, eh? Do you have yours yet? Write us and let us know.

**"...the crowd erupts into a fit of raucous enthusiasm that would make you think they'd just been informed of the Second Coming."**

Finally, I just want to take this brief opportunity to bid farewell to Editor In Chief Joe Funk. After years and years of service, he has chosen to leave *EGM* to pursue new opportunities. We wish him the very best of luck. And now you're stuck with me again for a while...talk about looking forward by looking back, huh?

**John Davison**

# Contributing Writers



**David Kushner**
Taking a break from his busy schedule educating readers of *Rolling Stone*, *The New York Times*, and *Spin* about digital culture, David packed his hiking shoes and braved the wilderness of Washington to uncover the dirt on the Xbox. Is it a true gaming machine or a PC in console's clothing? See what Dave found out, starting on page 154.



**Mike Price**
Our local ninja and writer extraordinaire put his skills to the test this month by throwing down most of our wrestling reviews. Which, funny enough, fits with his future career. Mike is currently in training to become a star in the WWF, which consists of heavy-duty smack-talking lessons, script-reading seminars, and constantly wearing spandex around the house.


ELECTRONIC GAMING MONTHLY
Number 14.01
January 2001
www.zdnet.com/egm

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PLEASE DO NOT CONTACT THE EDITORS REGARDING SUBSCRIPTION PROBLEMS

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ELECTRONIC GAMING MONTHLY (ISSN #1058-918X) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Class Postage Paid at New York, NY 10016 and additional mailing offices. Single issue rates: $4.99. The one year (12 issue) subscription rate is $24.97 in the U.S. and $40.97 outside the U.S. Checks must be made payable in U.S. currency only to Electronic Gaming Monthly magazine. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 55722, Boulder, CO 80322-5722. For subscription service questions, address changes, or to order, please contact us at: Web: http://service.egmmag.com (for customer service) or http://subscribe.egmmag.com (to order). Phone: U.S. and Canada (800) 779-1174 or (850) 682 7624; elsewhere (303) 604 7445. Mail: Electronic Gaming Monthly, P.O. Box 55722, Boulder, CO 80322-5722 (please include your mailing label with any correspondence as it contains information that will expedite processing). Fax: U.S. and Canada (850) 683 4094; elsewhere ((303) 604-7518. E-mail (please type your full name and the address at which you subscribe; do not send attachments): egm@neodata.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.copyright.com/ziffdavis/. or have a form faxed or mailed to you by calling (425)430 1663. © 2000 Ziff Davis Media Inc. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff Davis Media Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 840456720RT.


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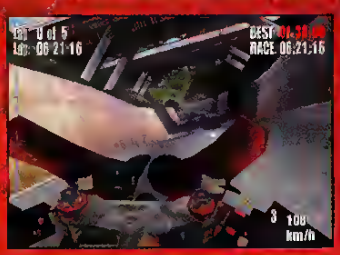


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PlayStation

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PlayStation 2

NASCAR

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TEEN T Animated Violence ESRB

PlayStation 2

MGM INTERACTIVE

007 Racing

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A
DRIVER A
-Greets colleagues with a firm, self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

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B

## DRIVER B

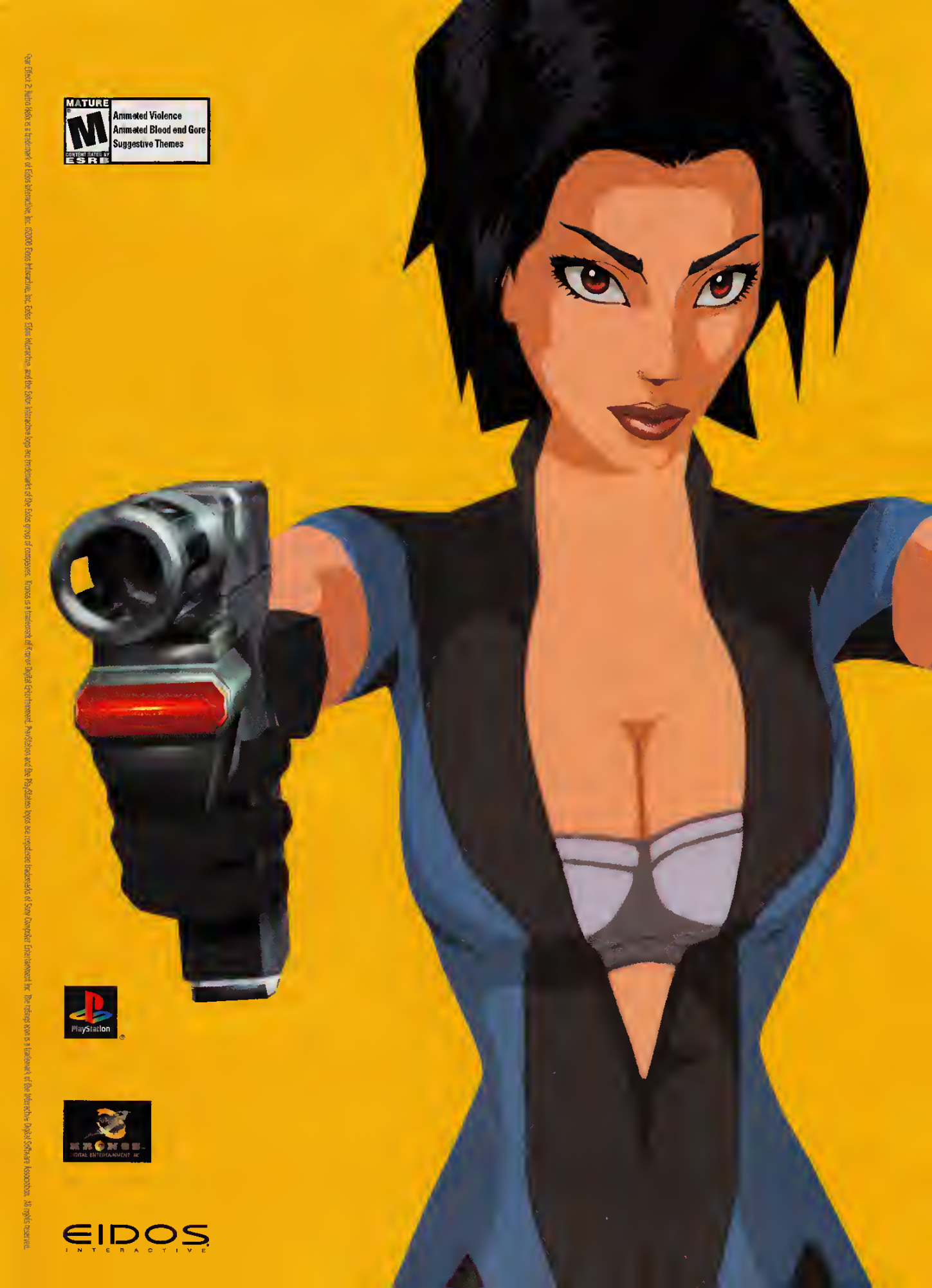
Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

Dreamcast

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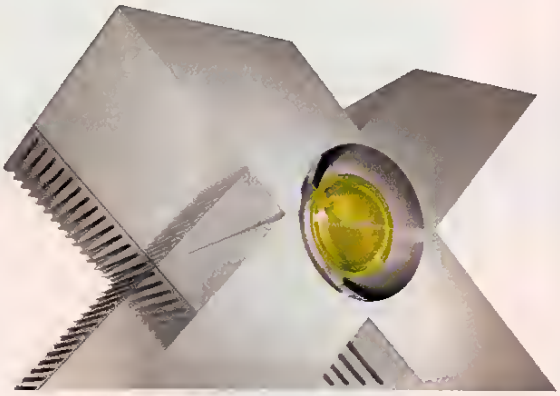

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Illustration by Kevin Llewellyn

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**Xbox: Console or PC-port Machine?** Microsoft may be an 800-pound gorilla in the PC market, but what do these guys know about console gaming? We head to the company's HQ to investigate. **Page 156**



**Twisted Metal: Black** The original team behind Twisted Metal returns to restore the franchise that put car combat on the map. Twisted Metal: Black—due for the PS2 this summer—packs fully interactive levels, and a much darker look and feel. Read our exclusive cover story on **page 148**.


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### SYSTEM KEY

- Dreamcast
- Nintendo 64
- PlayStation 2
- PlayStation
- Game Boy Color
- Arcade


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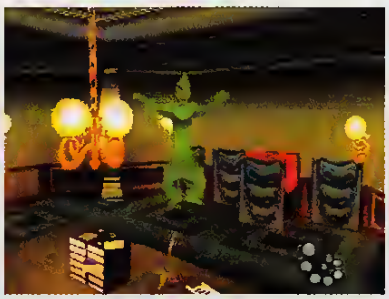
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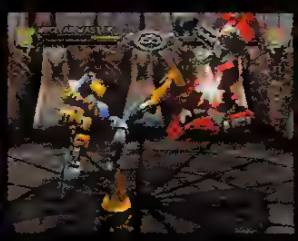
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PlayStation

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## LETTER FACTS

- References to underpants: 4
- Readers with hobbies involving pipe cleaners: 1
- Letters about B.J. Hill: 97
- Number of letters from prison: 6
- Readers pitching their own video game ideas: 74




# Letters to the Editors

## LETTER OF THE MONTH

### PS2 Buyer Reports Feeling Extremely Underwhelmed

Well, I waited in line on 10/26/00 for six hours to get my hands on the so-called "revolutionary entertainment PS2 console." I purchased SSX, Madden 2001 and Ridge Racer V. Pushing my DC aside, I booted my PS2 up and began playing. The only thing jawdropping about the games and the system is how immensely disappointing they are. PS2 is revolutionary? A DC killer? Give me a break. There was no WOW factor like I experienced at the DC launch. Soul Calibur, NFL 2K1, Sonic, Hydro Thunder WOWED the hell out of me. PS2 offered rehash after rehash of older games, and didn't make me say WOW or SHAWEET! once. Sony hyped this thing to be so much more powerful than the DC, and clearly it's not. The DC can easily do RRV and SSX. Madden may be a touch prettier, but who cares, it's not online! Yeah, detail may be stunning on replays, but again, who cares, it doesn't increase gameplay. If the PS2 is incredibly more powerful than the DC, it hasn't shown it one bit, and I don't think it will. Sony pumped us full of hype with this thing and we gobbled it up like a Thanksgiving turkey. I always wondered why when they showed demo pics of games, it was always a PC pic or FMV. Now I know why, 'cause they didn't want the public to go buy a DC. The DC lineup is looking incredible, while the PS2 is looking boring and stale. Now that the PS2 is out for all to see, gamers will realize that Sega's machine can equal the PS2 graphically, but has better games, and delivers a great online gaming experience. Sega Dreamcast will be around for quite a while. Sure, I'll buy a PS2 in about a year or so, when the price becomes reasonable, and they make fun games that make it worth the purchase. Oh yeah, I said I bought a PS2. I took it back today, preordered Shenmue, Half Life, NBA 2K1, Speed Devils Online, Unreal Tournament, Kiss Psycho Circus and Tony Hawk 2. Beat that Sony.

**"A DC killer? Give me a break. There was no WOW factor like I experienced in the DC launch. Soul Calibur, NFL 2K1, Sonic, Hydro Thunder WOWED the hell out of me."**

Bill J Leigh
sos86@juno.com

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Alloy Arcade Stick (DC) or a SharkPad Pro 64² (N64).

See page 233 for official rules.




You returned your PS2 for this?

**You had us right up 'til Kiss Psycho Circus. Seriously though, we got a lot of letters this month expressing disappointment in the PS2. No doubt much of it can be blamed on the incredible hype that built up to its launch—easily the most any console has ever experienced. Objectively, the PS2 already has solid sports, racing, fighting and first-person shooting titles. But, like any other system, it will take time before you see the real killer games that truly take advantage of the new hardware.**

### Reader Demands Fiery Sacrifice

I AM PHIL. I BOUGHT THE OCTOBER ISSUE OF *EGM*. THE COVER IS OF ZELDA, BUT THE ONLY THING IN THE WHOLE MAGAZINE ABOUT ZELDA IS AN ARTICLE ABOUT THREE SENTENCES LONG. IF I WERE YOU GUYS I WOULD


This is the picture "Phil" demanded we accept.

GO HOME AND SET MYSELF ON FIRE. ARE YOU CONTRIBUTING TO MY DELINQUENCY ON PURPOSE? WHY MUST YOU MOCK PHIL? NEXT MONTH'S ISSUE IS SAID TO HAVE MUCH INFO ON PS2. THIS PLEASES PHIL. DO NOT FAIL ME, OR VENGEANCE WILL BE SOUGHT. PLEASE ACCEPT PICTURES OF DOG.
P.S. I AM NOT A MORON.

Phil Benedetti
Bloomfield Hills, MI

**We gladly accept "pictures of dog" Phil, and we set Jon Dudlak on fire as per your request (since he's the rookie). Your use of all caps suggests you are trying to convey a terse tone in your letter. So let us clarify things in hopes of calming your ass down: The cover you speak of was a fall preview feature covering 40+ games, Zelda being but one component. And as a loyal reader, we are sure you have seen our exhaustive coverage of the wee lad. We hope this appeases you, and will put your arsonous soul at ease.**

### Garlic, Gauntlets and Underpants

Will someone please slap Sega upside the head. Then have all the members of management stuff their underwear with garlic and onions. Then

### OOPS! Corrections:

Last month, we forgot to thank the folks who lent us their rare peripherals for our feature on oddball game gadgets. We'd like to extend our gratitude to John Hardie, Al Backiel, Mike Etler and Curt Vendel. Without them, we'd never have gotten such great shots of the Mindlink, Unroller Controller, PGP-1, Nintendo's R.O.B. and the rare Jaguar VR Helmet. Thanks guys!

# EGM@ziffdavis.com

**Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.**

have the hallway of the office of the man most responsible for this injustice be turned into The Gauntlet. Whoever it is, I will get to them. You see, just three issues ago, Sega commented that they are now a strictly online company. Then what's up with taking the online capabilities from Sonic Shuffle? I mean seriously, all we are left with is Mario Party with cel-shaded graphics. That's pretty much what they promised before, but before you could also play it against the sweater-wrapped rich guys at the country club, the 12-year-old freaks who haven't left their closet in a year and a half, and the hooligans in God-knows-where all at the same time. But nooooooooooo. Sega had to remove it! As a VERY experienced player of Mario Party, I agree it deserved the N64 Game of the Year award you guys gave it, but it got old. Let me rephrase that, my opponents got old. They kept using the same tactics, saying the same things, and picking the same person to steal valuables from (me). And I kept winning. I want to play someone who doesn't know me. I want to find a challenge, but now I can't. Oh well, I guess it will make me almost as happy to see a Sega staffer with his underwear filled with garlic. Almost.

Paul Meier
headbanger606@yahoo.com

**We didn't stuff garlic in anyone's pants at Sega yet, but we've been conducting some experiments on Shawn Smith. See, he went back to school awhile back, and we went to "visit" him to test your procedures. Your methods are a bit unorthodox, but so far they seem mighty effective, if the screaming coeds are any indication. Then again, they may have been fleeing at the sight of Shawn in his underpants. Oh well, at least this way the stink won't bother us like it would if we tried it here on say, Sewart. We'll keep you posted on our progress.**

## Hsu and Chan Merchandising Blitz

I was visiting the Hsu and Chan site (www.ape-law.com/evilmonkey) and I saw a question someone asked the artist, it was about him making some Hsu and Chan merchandise for sale. He said he could, but that we would have to e-mail you guys to encourage him to. So...will you? I wouldn't mind wearing a kick-ass Chernobyl shirt, or some Gila Mobster slippers, so are you gonna make him? PLEASE?!?!

Cedric Carmona
xxcivicsirxx@aol.com

**"..what's up with taking the online capabilities from Sonic Shuffle? I mean seriously, all we are left with is Mario Party with cel-shaded graphics."**

**Well, we were supposed to keep a lid on this, but certain staff members have already been field testing some Hsu and Chan merch (as we call it in the business). A visit to our offices will reveal a certain news editor replete in pair of Chlasaur™ underoos, as well as our features editor frolicking about in an officially licensed Decapatops™ unitard. There have also been unconfirmed rumors that even our esteemed EiC has fallen victim to H&C mania, apparently sporting some sort of Scangar™ athletic supporter. Stay tuned for more details, order forms and possibly compromising photos.**

## Polygonal "Nudity"

Hey, go to www.booyaka.com, there's a Dead or Alive 2 save you can download onto your VMU. That means you have to go online with a Dreamcast, and then when you play Dead or Alive 2 and watch the intro it shows Kasumi nude. Thought you guys might wanna know.

Michael Duane Ford
estrangedthoughts@hotmail.com

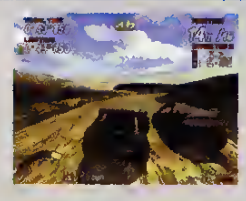




The modified card (left) and the results (above).

**You call that a nude code? Check out the screen above—now *that*'s a nude code. It's no picture doctoring trick either; so how's it work? (Legal disclaimer: don't do this.) Just remove the flash ROM from a PS2 memory card and wire in its place a Smart Media memory card you can read and write to from a PC. With the proper data you can change the texture on Kasumi to flesh color and remove her clothes. Yes, some**

## YOUR TOP FIVE RACING GAMES



1. Sega Rally
2. Crash Team Racing
3. Test Drive. V-Rally
4. R4 - Ridge Racer Type 4
5. Need For Speed III - Hot Pursuit

**Steve Dybowski**
**sdybowski@hotmail.com**

1. Need for Speed 3
2. Driver
3. Crash Team Racing
4. Gran Turismo
5. Rage Racer

**Mark Buckingham**
**Primeo1010@aol.com**

1. Gran Turismo 2
2. Sega Rally 2
3. Rage Racer
4. Rally Cross 2
5. 4 Wheel Thunder

**Ron Johnson**
**rj53447@navix.net**

1. Outrun
2. F355 Challenge
3. GT2
4. NFS 3: Hot Pursuit
5. Sega Rally 2

**new_user@email.msn.com**

1. Outrun
2. Need For Speed 3: High Stakes
3. Gran Turismo 2
4. Ferrari 355 Challenge
5. Sega GT

**Craig Gunnels**
**craigun@yahoo.com**

1. Gran Turismo 2
2. Need for Speed 3: Hot Pursuit
3. Rage Racer
4. Need for Speed 4: High Stakes
5. Gran Turismo

**Sev1718@aol.com**

1. Outrun
2. Power Drift
3. Indy 500
4. Super Sprint
5. Night Driver

**Brandon Davis**
**tharave@housemusic.com**

1. Gran Turismo 2
2. Gran Turismo 2
3. Gran Turismo 2
4. Gran Turismo 2
5. Gran Turismo 2

**Jeff Mann**
**exare_20@hotmail.com**

1. Gran Turismo 2
2. NFS High Stakes
3. Outrunners
4. Cruis'n USA (Arcade)
5. Road Rash 3

**Brandon VanEtten**
**Intrepid427@hotmail.com**



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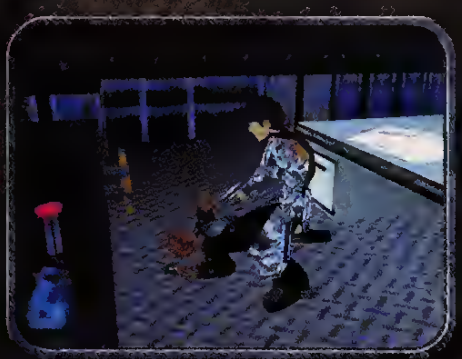
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# TOMB RAIDER CHRONICLES

In light of Lara's recent disappearance, those closest to her gather together at the Croft Estate on a gray, rainy day for a memorial service in her honor. Afterwards, the friends sit quietly together in the study of the Croft Mansion and provide new insights about Lara's past exploits that have until now remained a secret...







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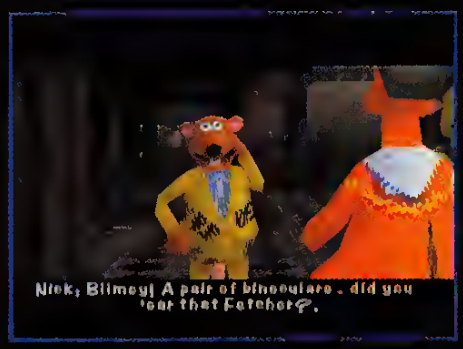

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- IGN.com



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Mild Language

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Please note. We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).




LETTERS

**people have a lot of time on their hands. Speaking of which, do not send us e-mail asking us where to find the data, instructions for doing this, etc. We are still getting letters for the original Tomb Raider nude code for cryin' out loud.**

## EGM Encouraged to "Slow Down"

December magazine already?! And talking about January 2001, it's not even November yet! Why are your magazine dates so far ahead? It's getting confusing. Make the next magazine November V2.0 or something and wait for the rest of us to get into the year 2001.

James Davis
trobriand@erictan.tierranet.com

**Actually James, we are right on schedule to in fact "lap" ourselves and eventually get a full year ahead of the rest of the world. This will enable us to cover the latest developments in the gaming world before the companies even think of them.**

## Reader Mad About B.J.

I am absolutely furious at B.J. Hill's attempt at intelligent insight on your magazine (see *Letters, EGM #136*). Listen buddy, if you want a catalogue, buy a catalogue, but don't sit there and try to conform a magazine to your own personal tastes. I'm sure every reader has their sections they like and dislike. If I'm not mistaken, the magazine is called *Electronic Gaming Monthly*, and that gives me the idea there is going to be coverage on every aspect of gaming. That includes fan art, letters from readers (uhh like yours), etc. Oh and you don't wanna hear about E3 but you want coverage on the hottest new games and which to buy. It's about time YOU cut the crap because that makes absolutely no sense.

Personally, as a game developer I enjoy reading articles about game developers, how the industry is doing, and what areas of employment are

**"If I'm not mistaken the magazine is called Electronic Gaming Monthly, and that gives me the idea that there is going to be coverage on every aspect of gaming."**

hot/not. I've never written to a gaming magazine until I was utterly disgusted at your letter, so in response, I have a few ideas for you, Mr. Air Force:
1. Stop thinking that your wasted space in a magazine is gonna change a darn thing.
2. Admit that you are jealous of those girls of summer because they don't like your Depends.
3. Stop expecting Bach and Mozart to be advertised in our magazine.
4. Quit complaining that you don't have an ounce of artistic skill in your body.
5. Buy some friggin' glasses so you can read red and blue, being these colors are sooooo uncommon.
6. Crawl back into your cockpit with your latest *Readers Digest* and leave us gamers the hell alone.

Colin Payette
cpayette@newwinemusic.com

**The letter Mr. Hill wrote us garnered more responses than any other letter has in recent history here at *EGM*, and possibly ever. Colin's response is, believe it or not, fairly mild compared to the bulk of them. And while there were some who wrote in support of B.J., most readers pretty much had their shorts in a knot over the "critique." Like we said before, he made some good points and in fact may have already been brought in as a consultant. Hey, you haven't seen any pictures of editors picking their noses or goosing each other lately have you? 'Nuff said.**

## Reader Requests Parking Lot Sim

Hey guys, wouldn't it be cool to have a game called "Super Wal-Mart Parking Lot Deluxe"? You drive around in the parking lot, looking for a space to park your gigantic SUV, and you get points for parking as close as possible to the store entrance.

bib_fortuna@hotmail.com

**Crispin's way ahead of you on this one, partner. Hot on the heels of his runaway sensation *Monster Porties*, he has been flooded with cash and scripts for new projects. One of these involves the exact scenario you mentioned above, except his version features a teen center and a '74 Gran**

## LETTER ART

### WINNER

**Ashley Cline**
National City, CA

It ain't exactly a letter, but it did come in an envelope. This awesome Link made from pipecleaners takes top honors this month.



**Congratulations! Your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.**



Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

**EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338**

(All entries become the property of Ziff Davis Media Inc. and will not be returned!)

### Close, but no controller

**Good, but not quite good enough.**




**Derrick Louw**
Johannesburg, South Africa



**Robert Cumbers**
Lodi, CA

# WHO SAID FANTASIES HAD TO BE FINAL?




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A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.



*Terrifying monsters inhabit the island of No Return*



*Gather magic rings to cast devastating spells*

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.



*First-person view requires precise combat skills*

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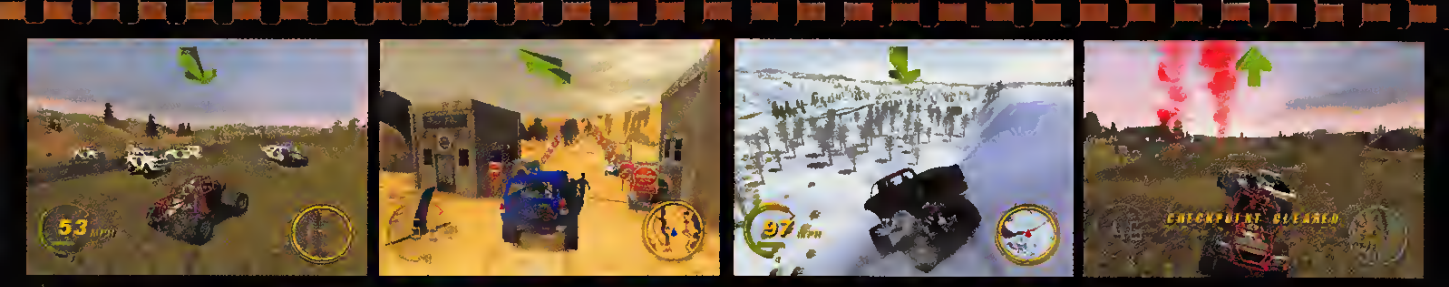
AS A MEMBER OF A RUTHLESS GANG OF SMUGGLERS, IT'S YOUR JOB TO EVADE THE U.S. BORDER PATROL, CIA AND CUTTHROAT RIVALS TO DELIVER ILLEGAL CARGO. IT'LL TAKE COMPLETE MASTERY OF YOUR OFF-ROAD VEHICLE TO MAKE IT ACROSS UNFORGIVING TERRAIN AND STAY ONE STEP AHEAD OF THE FORCES OUT TO DESTROY YOU.

# DELIVER AT ALL COSTS



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PlayStation.2




Angel Studios

guidance recordings

TEEN T Animated Violence ESRB

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"...instantly intelligible, mind-bogglingly vast, and a total gas to play....makes for one helluva videogame" - Gamer's Republic, Sept 2000

"Must Buy Playstation 2 Launch Games list" - Nov 2000 EGM

"driving through the spectacular terrain is a blast" - EGM October 2000

"A - ...the best display and truest testament to the processing power of the PS2 to date." - Gamers Republic October 2000

98% Platinum - "the best off-road experience you've ever had" ... "one of the must - buy launch games" - PSE2 November 2000



# SMUGGLER'S RUN

- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS





## You Make The List

**OK, last month it was your top 5 favorite racing games. This month we want to know what you think the top 5 sports games of all time are. Send your picks to: EGM@ziffdavis.com subject heading: SPORTS GAMES**

**Fury. He's still developing the lead character as of press time, but so far he's settled on: a) stained tank top, b) foam-in-front, mesh-in-back baseball hat, and of course c) the obligatory mullet, so pretty that it brings tears to your eyes.**

## Boong Ga Boong Ga Demand Surges

I must say that in all my years of gaming, in all my years of funky peripherals (I still bust out the old U-Force for games like Top Gun once in a while), I have NEVER been as transfixed as when I turned to page 37 in your December issue. No, I'm not talking about the Manned Crate-dipper, nor the amazingly realistic Ben Hur 2000. No, I'm talking about "Boong Ga Boong Ga," a game of which I had never heard, and the picture you posted which has transfixed me night and day since the issue came to my humble mailbox.



What the heck is this game? I must know! I know the Japanese get an awful lot of funky titles that we Yanks are just not privy to, but this surely must take the cake. A platform with a virtual butt on it, tight jeans and the catchphrase, "Have Fun!" at the bottom—ZOUNDS, what could it all mean? PLEASE do some kind of preview or at least a couple more snippets on this funky, funky, funky game. Let us know just how this "ass-poking sim" really works.

Adam Tierney
salstadtx@hotmail.com

**OK, first off, it's "Have *a* fun!", as is often quoted around the *EGM* offices. And what is all the excitement about? We've seen this kind of game 100 times before: You pick a victim character, grab the controller—shaped like a human hand with a finger pointing out, as usual—and jam it as hard as you can into the giant ass in jeans in front of you. The face then reacts and you get a score based on how hard you crammed that gram. So what?**

## Pervert Seeks Adult-Only Games

Where are all of the adult video games?!! I'm not talking blood and guts stuff...I'm talking sex, baby!

Computer owners have access to them so why can't anyone else? I mean, all we get are fighting games with a woman in a bikini or something lame like that! I'm a pervert you say? Well yes sometimes...OK a lot of the time...OK most of the time...I am, but at least I'm being honest. And I would GUARANTEE you that if someone finally had the grapefruits to make and develop an adult video game that it would sell. Even just for the single fact that it's something new. And I also GUARANTEE you that just about every guy, and some girls too, (but hey, I'm not a girl so I'm not sure) are reading this and thinking the exact same thing. It's about time we used that scary little rating "Adults Only" on a video game. Come on now, what's the point in having it if everyone is afraid to use it? People in the video game industry sure like talking about breaking new ground, well I just laid some new ground down for you, so start breaking!

my_stupid_nic@webtv.net

**Your letter is disgusting, yes, reprehensible. Even if such vulgar titles existed, we would never tell you. No matter how desperately we also wanted these titles. Not even if some of us longed to have our loneliest nights filled with hot, steamy games so dirty you could scrub for days and not get clean, not even then would we bow to your insidious pleas for these vile creations.**

**"A platform with a virtual butt on it, tight jeans and the catchphrase, "Have Fun!" at the bottom—ZOUNDS, what could it all mean?"**

### SHORTS

**From those with very little on their minds.**

You should have a TV show and the E-Sak host it
Jeff Mann
exare_20@hotmail.com

**You got it, chief. Look for "Sak Talk" on the WB next fall.**

You guys should make Gilla Mobster your official mascot.
Vandalpv115@aol.com

**We already tried that, my man. But Hsu and Chan's legal dream team are frickin' predators.**

## Question of the Moment

### What do you think about Nintendo's Gamecube?

Gamecube is THE system!!! Let's see.. PS2, a $300 DVD player with 1/2 completed games. Xbox!?! Look Ma, a computer that uses your TV as a monitor (a lot of $ too!). Of course there's Dreamcast. But then again...it's Sega.
**spiderman_d2001@yahoo.com**

Gamecube is gonna rock!
**noe.casas@worldnet.att.net**

I think Nintendo's Gamecube will blow everything else out of the water! I have seen demos for Legend of Zelda, Metroid and Luigi's Mansion. They are unbelievable!! It's good to see the under-appreciated plumber get his own game.
**Kamikazeejet@yahoo.com**

Nothing, it doesn't come out 'til 2001!
**Nysguy2001@aol.com**

N-Cube? Same sh@#, better graphics. Nintendo needs to get down with some serious games to get more people to pay attention to them. Graphics alone don't make consoles better.
**solid_sephiroth@hotmail.com**

I think it'll bite Xbox's dust. The only good thing about the cube is the Mario games and Zelda. I find it quite odd that they're the only ones not using DVD-ROM. Xbox is just superior! The specs say it all!
**Humpty-Dumpty@Mr-potatohead.com**

I think the Gamecube will put the "soul" back in console!!
**jayys@gamespotmail.com**

There is one word and one word only to describe the Nintendo Gamecube- Fugly!
**jeff_sc123@hotmail.com**

**Next month's question of the moment:**
***Did you have a positive or negative PS2 launch day experience?***
Send your short but sweet responses to: EGM@ziffdavis.com with the subject heading:
**Launch Day**




PRODUCED BY SONY COMPUTER ENTERTAINMENT AMERICA DEVELOPED BY SONY COMPUTER ENTERTAINMENT INC. EXCLUSIVELY FOR PLAYSTATION DIRECTOR YASUYUKI HASEBE
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TEEN T ESRB
Animated Violence
Animated Blood

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PlayStation

# Weather

**Today's temperatures and forecasts across the nation.**

| | | | | | |
|---|---|---|---|---|---|
| **c** | cloudy | **sf** | snow flurries | **sn** | snow |
| **pc** | partly cloudy | **sh** | showers | **t** | thunderstorms |
| **r** | rain | **s** | sun | **hw** | high winds |

°Fahrenheit

| Below 10 | 10s | 20s | 30s | 40s | 50s | 60s | 70s | 80s | 90s | 100s |
|---|---|---|---|---|---|---|---|---|---|---|

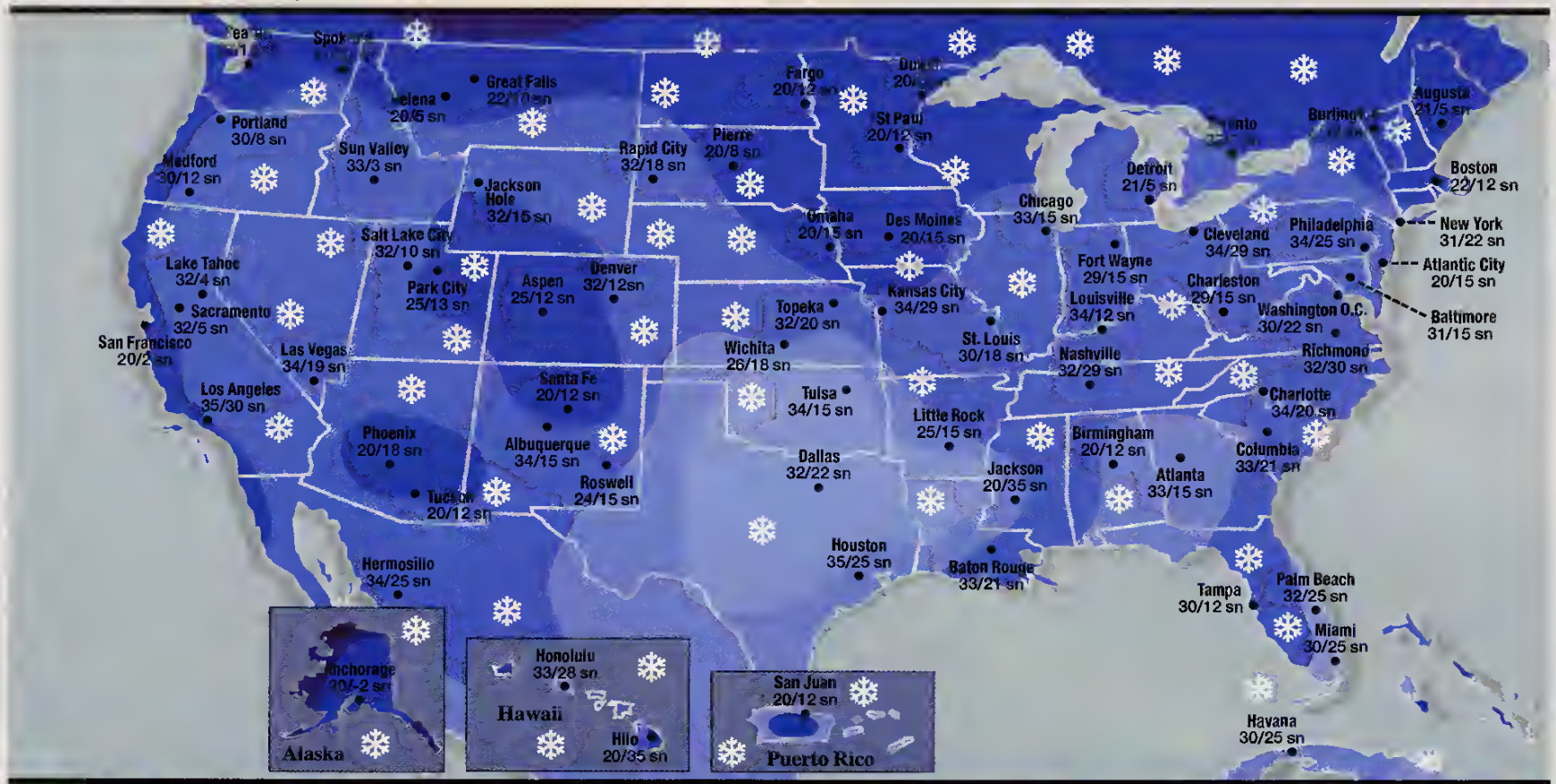
| °Fahrenheit | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |
|---|---|---|---|---|---|---|---|---|---|---|
| °Celcius | -12 | -7 | -1 | 4 | 10 | 16 | 21 | 27 | 32 | 38 |

## What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

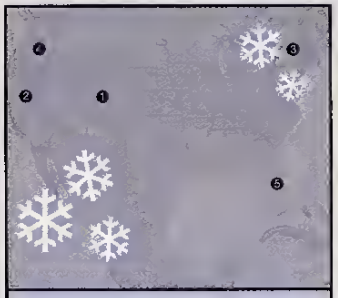
## Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com
Or write to: Ask the Weatherman / TRIBUNE, 1200 White Ave., Kirkston, VA 22229




| Atlanta | Baltimore | Boston | Charlotte | Chicago | Cleveland | Detroit | Houston | Kansas City | Los Angeles |
|---|---|---|---|---|---|---|---|---|---|
| **Snow** 33/15 | **Snow** 31/15 | **Snow** 22/12 | **Snow** 34/20 | **Snow** 33/15 | **Snow** 34/29 | **Snow** 21/5 | **Snow** 35/25 | **Snow** 34/29 | **Snow** 35/30 |
| **Tuesday:** Snow 33/15 | **Tuesday:** Snow 42/31 | **Tuesday:** Snow 20/8 | **Tuesday:** Snow 20/12 | **Tuesday:** Snow 20/18 | **Tuesday:** Snow 27/18 | **Tuesday:** Snow 30/18 | **Tuesday:** Snow 42/32 | **Tuesday:** Snow 39/30 | **Tuesday:** Snow 40/22 |
| **Wednesday:** Snow 33/15 | **Wednesday:** Snow 41/35 | **Wednesday:** Snow 22/10 | **Wednesday:** Snow 20/8 | **Wednesday:** Snow 22/5 | **Wednesday:** Snow 25/11 | **Wednesday:** Snow 34/22 | **Wednesday:** Snow 44/31 | **Wednesday:** Snow 38/12 | **Wednesday:** Snow 44/31 |
| SQI: Icy | SQI: Fresh Powder | SQI: Fresh Powder | SQI: Icy | SQI: Fresh Powder | SQI: Hard Pack | SQI: Fresh Powder | SQI: Fresh Powder | SQI: Fresh Powder | SQI: Fresh Powder |

| Nashville | New York | Philadelphia | Phoenix | Portland | Salt Lake City | San Francisco | St. Louis | Tampa | Washington D.C. |
|---|---|---|---|---|---|---|---|---|---|
| **Snow** 32/29<br>**Tuesday:** Snow 28/17<br>**Wednesday:** Snow 24/18<br>SQI: Hard Pack | **Snow** 31/22<br>**Tuesday:** Snow 35/25<br>**Wednesday:** Snow 34/20<br>SQI: Fresh Powder | **Snow** 34/25<br>**Tuesday:** Snow 30/25<br>**Wednesday:** Snow 33/25<br>SQI: Hard Pack | **Snow** 20/18<br>**Tuesday:** Snow 32/15<br>**Wednesday:** Snow 32/14<br>SQI: Fresh Powder | **Snow** 30/8<br>**Tuesday:** Snow 25/12<br>**Wednesday:** Snow 26/12<br>SQI: Icy | **Snow** 32/10<br>**Tuesday:** Snow 27/18<br>**Wednesday:** Snow 24/14<br>SQI: Fresh Powder | **Snow** 20/2<br>**Tuesday:** Snow 18/4<br>**Wednesday:** Snow 12/2<br>SQI: Hard Pack | **Snow** 30/18<br>**Tuesday:** Snow 28/16<br>**Wednesday:** Snow 24/12<br>SQI: Fresh Powder | **Snow** 30/12<br>**Tuesday:** Snow 20/2<br>**Wednesday:** Snow 24/6<br>SQI: Hard Pack | **Snow** 30/22<br>**Tuesday:** Snow 33/15<br>**Wednesday:** Snow 29/2<br>SQI: Fresh Powder |




**HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS**

1. ASPEN, CO 114"
2. SIERRA AT TAHOE, CA 106"
3. STRATTON, VT 97"
4. MT. HOOD, OR 91"
5. PALM BEACH, FL 85"

## Weekend sports weather

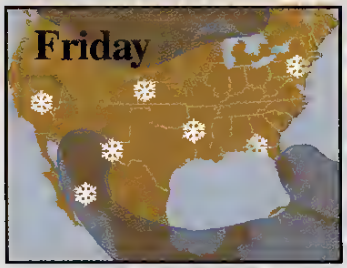

Jones

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational...For the third straight week, football stadium attendance will be significantly lower due to heavy snow...Record crowds should continue at mountain resorts nationwide.


Dakides

**TOOAY'S SNOW QUALITY INDEX (SQI)**

| | | |
|---|---|---|
| **Powder:** A perfect time to use a sick day. | **Hard Pack:** A prime opportunity to work on your half-pipe prowess. | **Icy:** A bad day riding still beats a great day working. |










**Today through Sunday outlook:** Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?


PlayStation®

## Hey, anything's possible.

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.

CoolBoarders 2001

LIVE TO BOARD












EVERYONE E CONTENT RATED BY ESRB

TOTAL MINDS

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EVERYONE
E
Comic Mischief
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UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS

EUROCOM
ENTERTAINMENT SOFTWARE

CERNY GAMES









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# CRASH IS READY FOR BATTLE. ARE YOU?

It's time to separate the men from the scared little boys. Crash and his friends are back in a knock-down-drag-out arena-style rumble. Blow stuff up in a tank, toss TNT and engage in some good old-fashioned hand-to-hand combat. Brawl on a floating iceberg and duke it out in a jungle. Just watch out for the falling anvils. Fight solo or plug in a Multitap and embarrass your friends. Wimps need not apply. Sure, this isn't conventional warfare but, then again, Crash isn't a conventional bandicoot.

CRASH BASH

ONLY THE STRONG SURVIVE.



Sir Maximilian



Sir Ferdinand I



Sir Pedro II



Sir Charles V

# Guess which emperor needs your help?

Emperor Kuzco is having a bad day—it seems he's been turned into a llama. It's your job to give him a hand, or, in this case, a hoof. Travel as a llama through fantastic, ancient worlds in your quest to find the magic potion that will turn Kuzco back into an emperor. Watch out, though, because you'll get turned into a turtle, a rabbit and a frog along the way. It's jammed full of wisecracking movie clips, puzzles, races and, of course, tons of llama attitude. Remember, this is one pack animal that packs a mean punch.

Disney's THE EMPEROR'S NEW GROOVE

See the movie in theaters December 15, 2000

EVERYONE E CONTENT RATED BY ESRB

Comic Mischief

Disney INTERACTIVE

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Sir Napoleon



Sir Maximilian I



Sir Kuzco (duh...it's me.)



Sir Rudolf II









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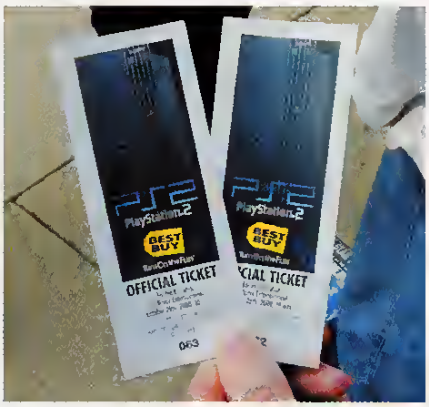

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By Chris Johnston chris_johnston@ziffdavis.com

# Press Start

## The Hottest Gaming News on the Planet

# LAUNCH!




### Gamers endure long lines and outrageous auction prices to get their hands on PlayStation 2

Who would've thought that in America, hundreds of people would line up and stand outside overnight for a video game system. In Japan, that's a common occurrence with new video game hardware—but it's never happened before in the U.S. That is, until PlayStation 2. On Oct. 26, 2000, the first 500,000 PS2s landed in the U.S. Some got their hands on it—others walked away empty-handed.

The craziness began as early as two days prior, the night of the 24th when a line of gamers began forming outside the PlayStation Store at Sony's Metreon entertainment complex in San Francisco. By the time systems went on sale the morning of the 26th, there would be nearly 1,000 people in line. Most everywhere else in the country, the madness didn't begin until around six that evening, when lines began forming in earnest. Wal-Mart, Target and K-Mart stores often had many more people than there were systems in each location, so they held lotteries for the few they had.

It wasn't all peace and quiet. Isolated reports invaded newswires of units getting stolen out of customers' hands and fistfights that broke out between people in line. Reports even came in of winning customers having to be escorted out of stores by security for fear they'd be attacked by the not-so-lucky.

And if you weren't one of the lucky ones to come home with a PS2 on launch day, there's always a gamer's last bastion of hope—eBay. It and other online auction sites like Yahoo! Auctions had thousands of PS2 hardware listings—some reaching insane proportions (i.e., $10,000 for one system). While waiting in line, our staff found many people who were buying systems merely to turn around and auction them off—sometimes buying multiple machines. We couldn't help but think that if these would-be auctioneers were taken out of the equation, maybe everyone who really wanted a PS2 on launch day could've gotten one. But unfortunately, most of the crazy prices had been artificially propped by tricksters who had no intention of paying these outrageous amounts. "I did not receive the money from the high bidder. Like many PS2 auctions it was from a false bidder," Michael Newhouse, one of the thousands who listed his PS2 system on eBay, told us. "That was a snag, but I e-mailed some people and



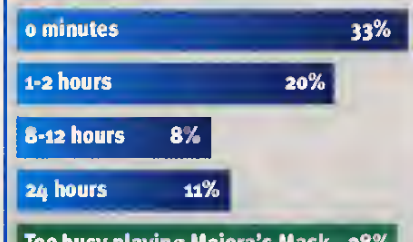

Photo by Michael Sexton

**Standing in line pays off—the first person out of Sony's Metreon with a PS2 system in hand lets out a victory "huzzah!" Now it's time to catch up on lost sleep, eh?**




**While others strolled into stores like Babbage's to pick up their preorders.**

## How long would you wait in line to get a PS2?




*Source: Videogames.com*



sold it for $650." If you were one of the ones who bid on a PS2 on eBay and didn't get your system, you're not alone. "The person I bought the system from went down to his local shipping depot. The people working there were interested because he was shipping a new PS2," eBay bidder Jennifer Fiocco told us. "He got it all packed, handed it over, and neither of us ever saw it again. We're guessing that someone else wanted a PS2 for Christmas." Online retailer amazon.com sold out of its allocation of units in 30 seconds.

**Sega had no love for Sony and its PS2 production problems. Trucks carrying this billboard, proclaiming, "Our deepest condolences to Sony on their PS2 shipping difficulties," were seen prowling both Sony CEA's HQ and the parking lots of major software developers.**





**These guys hooked their PlayStation and TV up to a generator and spent the long evening playing Madden 2001.**

Sony projects it'll ship a total of 3 million U.S. PS2s by March 31, despite the materials shortage that halved the initial launch shipment. Since launch, new systems have trickled into stores a few at a time, and that trend will continue at the rate of 100,000 machines a week entering distribution channels until the end of the year.

Will there ever be another hardware launch in the U.S. like the PS2 launch? Surely those who slept outside in cold weather or used empty areas behind stores as toilets (raise your hands, people) hope not. Next year we have two more new hardware launches to look forward to. Hopefully, by the time you read this, if you've been searching for a PS2, you've got one. Drop us a line and let us know what your experience hunting for a PS2 has been!

## WHAT THEY'RE SAYING

**Damen Donaghue, Glen Ellyn, IL**



**"[The fact that it has a DVD player] helped convince my parents to pitch in a little bit—they can use it, too."**

Wally Phelps, Biloxi, MS

"On the day before launch, I went to Wal-Mart to stake out my position, but there was already a line of 60 or more and they only had 24. 24!"

**Rebecca Pittman, Bloomingdale, IL**



**"Better graphics, that it plays original PlayStation games and the new ones...it has USB and Firewire, DVD, everything. It's loaded."**

hoochman16@juno.com

"I waited and waited and waited for NINE HOURS but I got MY PLAYSTATION 2 and man, is it sweet. So all you all who thought it was foolish to wait, you don't have one!!!"

**Nico Delgadillo, Bloomingdale, IL**



**"They did a really good job with the first system, so I'm gonna give them a second try. Plus they're coming out with some features like the DVD and better graphics and all that."**

chemical36@aol.com

"Things got crazy and I got caught up in it. I didn't expect to pay $860 [on eBay] for it. But now I sort of do feel that it was worth it. I'd rather not stand in line at Best Buy all night and end up getting screwed."

**Chris Dyla, Schaumburg, IL**



**"I think it'll be worth owning once they get the hard drive out, the broadband going and they start emphasizing the DVD capabilities like they will with Metal Gear Solid 2..."**

Photo by Michael Sexton



**The Metreon's pyramid of PS2s...all of which were gone by the end of the day on the 26th.**




PRESS START

# Welcome to Lara Land

## An On-the-Set Peek at the Tomb Raider Movie

Croft Manor is under siege again, but not by the same breed of baddie that stormed Lara's crib in the finale of Tomb Raider II. These are flesh-and-blood thugs, not polygonal people. And when they're done taking potshots at Lara's butler—an equally real dude returning fire from the second-floor balcony—swarms of workers emerge from the sidelines, reloading prop guns, collecting spent shells and vacuuming simulated rainfall dripping from smashed skylights.

We're at England's Pinewood Studios, on the set of Paramount's big-budget Tomb Raider movie, which stars Angelina Jolie and is set to hit theaters in May, just in time to give the high-octane summer-flick season a suitably explosive kick-off. Pinewood—home of the Bond films—is the largest film studio in Europe, and as we're shuttled between the production's three hangar-size soundstages, we can't help but feel we've fallen into a Tomb Raider game, despite the cameras, coils of cabling and scores of ambling technicians, grips and actors. One set, a sub-Siberian tomb called the Orrerry, houses an H.G. Wells-esque spinning model of the solar system the size of a city bus. Technicians will flood this set's floor with water—a process that takes a week. Another stage over, we find a life-size re-creation of a Cambodian Tomb, complete with hanging roots, 40-foot ledges, sunken passages and dozens of carvings and sculptures. "We wanted to give layers to the sets," production designer Kirk Petruccelli tells us. "Lara has to be able to climb, jump, leap, swing, do all these different things." Jolie, who does many of her own stunts in the film, adds, "Just the other day, I was hanging off a cliff and nearly fell off this thing and really nearly dropped to the floor."



**Recognize this place? The Hatfield House in Hertfordshire, England, served as the exterior of stately Croft Manor, while the house's interior was built and shot at Pinewood Studios.**

Sounds like the game to us. "We even have a boss—that six-armed Buddha over there," says producer Lloyd Levin, pointing to a massive gold statue that'll be brought to computer-animated life by British effects firms Mill Film and Really Useful Companies. The movie is really Levin's baby. "Fandom came first," he says, "then pursuit, then acquisition of the rights." But Levin's also keenly aware of the history of game-to-movie translations. Super Mario Bros. sucked. Street Fighter sucked. Fair or not, game fans fear the Tomb Raider flick will be no different.

**"She's like a creature. She's like some insane, wild animal that's on fire all the time."**

***—Angelina Jolie, describing her character Lara Croft***

"That would be kinda like saying there've been a couple of crappy novel-to-movie adaptations, so let's write off novels," Levin says. "I think games are a great source of characters and stories, and we have a big responsibility here to make this turn out right, so people can see the potential."

Paramount gave everyone on the set strict orders to stay mum on details of the script—which was written by director Simon West (he also did *Con Air* and *The Generol's Doughter*). We know Jolie's real-life poppa Jon Voight plays Lara's father, Lord Croft, and we know his character disappears early in the film. Lara will travel to Siberia and Cambodia on a quest for a time-altering artifact. She'll battle a training

*continued on page 58*


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**Here it is—the first official pic of Angelina Jolie as Lara Croft. You gotta squint your eyes, though. That's her in the center.**




### DUKE AND DOOM ARE DISSED

**Movies based on two popular first-person shooters, namely Duke Nukem 3-D and Doom, were originally slated to go into production. Had they gone forward they'd have been in theaters now. The Duke movie was rumored to have starred Dolph Lundgren in the lead role. We just have to ask...what kind of movie would those games make? If it's anything like watching someone else play an FPS, let's hope they would've given out Dramamine doses with each admission.**

# Also Coming Soon to A Screen Near You



## Final Fantasy The Movie

**Director:** Hironobu Sakaguchi
**Voice Talent:** Steve Buscemi, Donald Sutherland, Alec Baldwin, Ving Rhames, Ming-na Wen, James Woods
**Scheduled release:** 2001
**Plot:** As the cream of the game movie crop, Square's been keeping the Final Fantasy movie under wraps (we'll have more details next issue), but we do know it takes place on Earth in 2065. It stars none of the characters from the games (no, not even Cid), but looking at the voice talent, you can probably draw your own conclusions about the CG players. C'mon, we don't need Disney to tell us who's in their next movie to figure out how the story's gonna end...
**Pre-release Buzz:** It's going to be visually spectacular, but the real question is, will anyone besides game otaku and Square fans dig it?

## The House of the Dead

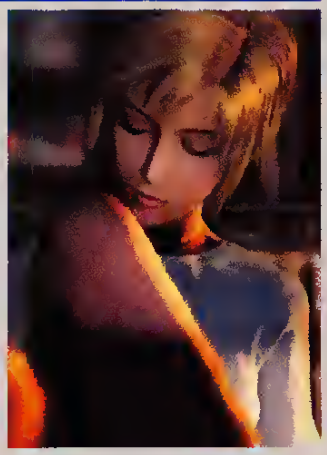
**Producer/Director:** Jesse Dylan (yes, Bob's other son)
**Writer:** Mark Verheiden (The Mask, Time Cop)
**Scheduled release:** Fall
**Plot:** The House of the Dead movie is allegedly based mildly on the game—only more of a serious horror movie with buckets of gore. College-age zombies dominate the social scene in a small town and a murder leads two heroes into the undead's abode to wreak some havoc on zombiekind.



**Prerelease Buzz:** The serious horror movie angle and the lack of established backstory in the game leaves room for good scares.

## Parasite Eve

**Japanese Release:** Back in '97
**US Release:** 2001(?)
**The Lowdown:** Your guess is as good as ours. Rumors and speculation have followed the live-action Parasite Eve movie around from the moment it was supposed to come to the States. The rights are supposedly now in the skilled hands of anime dubbers AD Vision, who were supposed to bring it to the states this past summer and then to DVD, but it's still not out. Madonna supposedly owned the rights for a U.S. remake, but we haven't heard anything on that in awhile either.



**The Buzz:** The movie's really based on the novel, not the game, and we've heard a lot of fans have been disappointed by fan-subbed tapes making the rounds.

## Resident Evil

**Director:** Paul Anderson
**Release Date:** November 2001
**Filming Locations:** England, other parts of Europe
**Plot:** The original Resident Evil movie story and script, written by the talented George Romero, sounded too good to be true. It was, and now Constantin Films has scrapped Romero's true-to-the-game version and handed the $40 million project off to Paul Anderson, of *Event Horizon* and *Mortal Kombat* fame. The new script pits six people and a team of commandos (none of them characters from any of the games) against a computer-run-amok as they try to escape a house full of mutated scientists. Sounds exactly like the game right? Right? Heh heh. Ewww, boy.
**Prerelease Buzz:** Why did they ever ditch Romero's script? Looks like this one's got a one-way ticket to Sucksville.






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MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood
and Gore

LEVEL

Dreamcast

PlayStation.2

MODEL UT-00

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FOR REATTACHING ARMS, LEGS AND FINGERS!!

2 Year Limited Home Use Warranty

INCLUDED WITH STAPLE GUN



Get up close and personal in the 1st-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 system.



Online with up to 8 players on your Sega Dreamcast™, play 2- or 4-player split screen, or network PlayStation®2 systems with i.LINK™.



Explore huge arenas filled with intricate maps and weapons – all in a frame rate so fast it's unreal.




"Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane gameplay. Totally Unreal combat action. Just be sure not to lose your head.

PlayStation

# HANG ON FOR DEAR LIFE.



IN STORES NOVEMBER 2000

# moto racer™ WORLD TOUR






## Ride. Race. And Fly.

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

All The Real Tricks. All The Real Tracks. And All The Real Wrecks.

Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France, and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

## So Real, It Almost Hurts.

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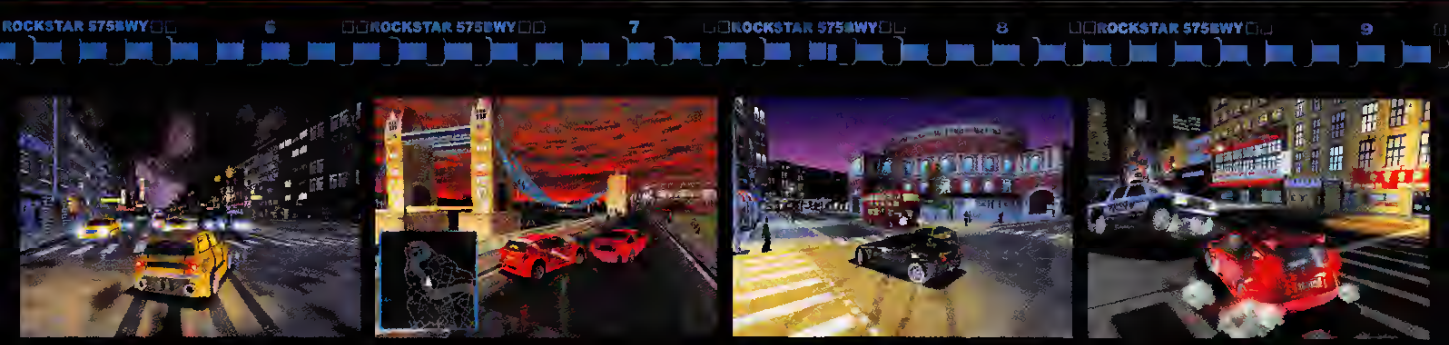
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INFOGRAMES™



# You know the rules.



PlayStation 2

# 湾岸 MIDNIGHT CLUB STREET RACING



"an amazing sense of reality....one of several must-haves for PS2 launch"
- Gamer's Republic, Sept 2000

"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene, Rather than a console racing game"
- Next Generation, June 2000

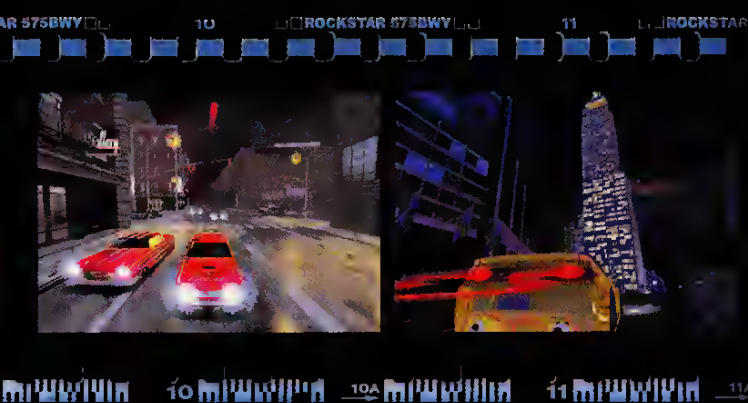
In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

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- 17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.
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- Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.
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www.rockstargames.com/midnightclub

Cutting edge soundtrack from some of the world's leading techno/drum and bass artists- Dom and Roland, Derrick May and Surgeon

## There are no rules.




Angel Studios counterbalance

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TEEN T Animated Violence ESRB

# 1.4 million

**POKÉMANIA**

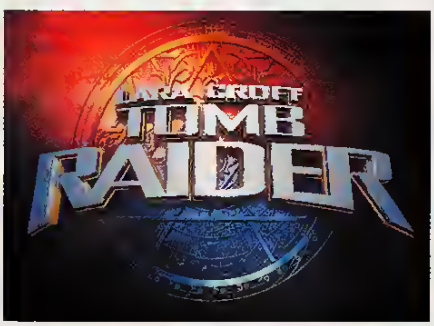
**That's the number of Pokémon Gold and Silver cartridges sold in the U.S. during its first week of release.**



*Tomb Raider movie continued from page 50*

robot in her mansion. She'll face an army of CG monkey-men warriors. She'll blast baddies from the seat of her Norton motorcycle—while wearing her pajamas, no less. And, of course, she'll perform plenty of backflips, handsprings and all that other acrobatic stuff Lara's famous for (this flick will feature loads of *Matrix*-style wire work). "Gamers won't be so fish out of water that they won't recognize anything about the movie apart from Lara's gorgeous physique," West tells us. "I purposefully put some things in it so if you're a gamer, you watch the film and she'll do something very sporadically that's definitely for you."

Of course, the most important game ingredient here isn't plot or location—it's Lara Croft herself. Jolie underwent three months of training for the role. "She can ride a motorbike. She can fight really well. She's physically very, very fit," stunt coordinator Simon Crane tells us. "We're trying to put her in the action as much as we can." Jolie stuck to a high-protein, mostly meat-and-fish diet to mold her bod to Lara's epic proportions. "We've altered her a bit," Jolie says. "She's still got a lot of what makes her Lara Croft, but I'm more athletic, and she's more curvy. I'm all for curves on a woman, and feeling sexy, and not hiding from it and kind of enjoying it, and I'm hoping that everybody will enjoy it as well."




Director West says Jolie, who has signed on for two sequels, was always his first choice to play the game's globetrotting star. "She is Lara Croft. There's very little difference between the two of them." We have to agree. We watched Jolie film several scenes, and not only does she have the moves down—she's got the accent nailed, too. "[Lara's] raised a certain way," Jolie says, "she's had a certain breeding, and she is Lady Croft. But I didn't want her to be an unapproachable kind of snobbish aristocrat. So we had to take pieces of that accent and just make her British. Somehow, I seem very much like a lady...I'm really crass and really violent, but I'm drinking tea."

Paramount has yet to release any photos of Jolie in full Croft attire, but we can tell you her look will be slightly different from the game. Gone is the shiny blue T-shirt. Instead, Oscar-winning costume designer Lindy Hemming has crafted a darker, more modern look for Lara. "Her silhouette is almost exactly the silhouette that everybody's expecting," Hemming says. "She wears a really tight black T-shirt, really tight black trousers, her gun belt has a skull-and-crossbones belt buckle, and she has a shiny...modern backpack with a plastic molded look, not like the pack from the game." Aside from the off-kilter color scheme, Jolie's costume looks dead-on—especially when we saw her whip her pistols from her hip holsters. And, as in the game's, Lara's tomb-raiding uniform ain't the duds you'll see Jolie slip in and out of. "Now she's got 13 different costumes," Hemming says, "but some of them are as little as a towel."

So that's why those thugs were storming Croft Manor.

## 4X The Memory




Sega will release its 4x Memory Card a week before the release of Phantasy Star Online in Japan on 12/14, for a retail price of 4800 yen (about $45). It's got a total of 800 blocks of memory (four times that of the standard VMU) divided up into four banks of 200 blocks apiece. It's missing the LCD screen and buttons of the original, so the ability to transfer files direct from VMU to VMU is gone, and unfortunately some games are incompatible with it or only allow you to use one of the banks.

Of Sega's first-party games, only Dynamite Deka 2 (Dynamite Cop 2) won't allow you to save at all. Shenmue, Sega Rally and Zombie Revenge won't allow you to switch memory banks. A handful of third-party games suffer from the same afflictions.

Speaking of Phantasy Star Online, a limited edition of the game will include a demo of Sonic Adventure 2. So if you were thinking of preordering the import version, that little nugget might make it worth it. And if you're hoping to play some SegaNet games using a broadband connection in the U.S., you'll have to wait. The broadband adapter won't be out here until Jan. 2, 2000.

## RandNet Suspends 64DD Sales

As promising as it may have sounded when the 64DD was first released, Nintendo's RandNet "temporarily" stopped sales of the unit on Oct. 31. Whether or not this move will be permanent and mark the end of the drive's sales has yet to be determined. Existing users will still be able to access the system, which plays games like Doshin the Giant, SimCity 64 and the ultra-cool add-on F-Zero X Expansion Pack. This could mean we'll never see the DD version of Zelda, which had reportedly been completed some time ago. The 64DD was nowhere to be found at Nintendo's Space World expo just a few months ago.

Nintendo has also pushed back the release of its Mobile GB Adapter by one month—from Dec. 14 to Jan. 27. Also affected by the delay is the release of Pokémon Crystal, which will be released on the same day.


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**EGM'S CURRENT TOP 5 SOUNDTRACKS**

5. **Kefka's Domain: Final Fantasy VI Original Soundtrack**
4. **PaRappa the Rapper Original Soundtrack**
3. **Chrono Cross Original Soundtrack**
2. **Legend of Zelda: Ocarina of Time Original Soundtrack**
1. **Final Fantasy IX Original Soundtrack**

# An Introduction to Game Soundtracks

Game soundtracks are still a rarity in the U.S., with only a few of the most high-profile games receiving soundtrack support here—and then, usually only as a promotional extra for preordering the game. Recently, publishers like Mars Colony Music and Tokyopop Soundtrax have brought out U.S. versions of soundtracks to be sold in stores everywhere. Whereas in Japan, everything from Game Boy Color bleeps to Squaresoft's epic Final Fantasy scores get the soundtrack treatment, populating Japanese music stores as if they were Top 20 albums. But many gamers have already discovered the sonic goldmine of buying import soundtracks. If you know your way around, you can too.

While most soundtracks simply replicate the music from the original games, others come in a variety of flavors. You've got to know the differences in order to determine what it is you're getting.

An **Original Soundtrack (or "OST")** often represents the music (background music, or BGM) exactly how it appears in the game, without new sound effects getting in the way.

Music that isn't directly from the game but is based on it is sometimes known as the **"Arranged" version.** For example, *Final Fantasy: Dear My Friends* features music from FFV, but improved with new instruments, added effects and extra tracks.

If the game has a strong enough following and the music lends itself well to orchestration, a company will authorize a **"Symphonic" version, sometimes referred to as "Orchestral."** This basically means the original game music is played and recorded by a full orchestra using live musicians. Hyrule Symphony is the name of such an album created using the music for The Legend of Zelda: Ocarina of Time. Soundtracks for Resident Evil, many of the Final Fantasy series, Chrono Trigger and Shenmue have gotten similar treatments.

As if that wasn't enough to keep track of, if DJs get ahold of it, as was the case with Warp's D2 soundtrack, there may be a **"Remix" soundtrack** containing dance mixes of the music that sound almost nothing like the original tracks (but are still darn cool).

Happy soundtrack hunting, and here's hoping more of 'em come to the U.S.

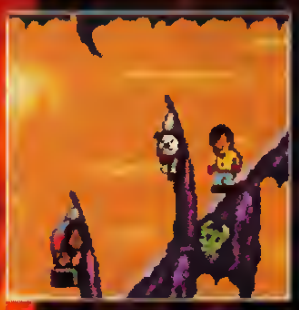


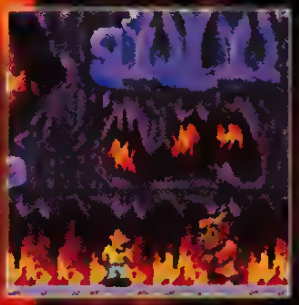

## Where to Get Your Soundtrack Fix:

**You don't have to fly to Japan to get your hands on phat game soundtracks. Just hop on the Net and check out these sources:**

**Game Music Online (http://www.gamemusic.com)** offers a wide variety of old and new soundtracks, often with track listings and customer reviews for the most popular discs.
**CD Japan (http://www.cdjapan.co.jp/)** is a mail-order company located in Japan. When you order from them, you're charged the yen price (converted to dollars, of course), plus shipping. They have a good selection of more recent releases for decent prices.
**Tokyopop Soundtrax (http://music.tokyopop.com)** offers U.S. versions of soundtracks like Final Fantasy IX, Tekken Tag Direct Audio and Parasite Eve.
**Mars Colony Music (http://www.marscolonymusic.com)** also has U.S. versions of game soundtracks. Its titles include Dino Crisis, Power Stone, Streets of Rage 2 and the Resident Evil Orchestra Album.

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*— Sony CEA VP of Morketing Andrew House, tolking to* **Time Magazine** *obout the PS2 shortoge*

## Old School

**Warhawk (PlayStation)**
**Released:** 1995
**Why it was cool:** When we were wondering how 3D graphics would change the way we played games, Warhawk showed us a genre that we'd never seen before on a console. This fast-paced flight game looked complicated, but was actually quite simple for anyone to jump in and quickly be wowed by the detailed visuals. Once you saw the colorful "swarm" missiles pop from your plane's wings and converge onto a target you couldn't help but be impressed (and excited) by the hardware, and the ensuing firefights were absolutely amazing at the time.



**How EGM rated it:** 9.0 ,9.0, 9.5 ,9.0
**Comments:** Not only was this considered one of the PlayStation's early "must-have" games, it was also notorious for its full-motion-video cut-scenes. These badly acted atrocities were definitely a precursor to the B and C movie crap we would see on our games for years to come.
*- Kraig Kujawa*

**WipeOut (PlayStation)**
**Released:** 1995
**Why it was cool:** As a part of Psygnosis' incredible initial lineup (that also included Destruction Derby), WipeOut reminded race fans why they'd bought Sony's machine over Sega's Saturn by offering up smooth, fully 3D tracks at a blistering speed and framerate. Combat racing hadn't been done this well since Mario Kart hit the SNES, and definitely never looked this sleek.




**How EGM rated it:** N/A—oddly enough, *EGM* never reviewed the original WipeOut!
**Comments:** This game stands the test of time much better than other early PS titles. It still looks relatively good (thanks in no small part to Designers' Republic), and plays well even by today's standards. Someone once said to me this is the best game ever made...I don't really agree. WipeOut XL, for one, was better, especially since you could rub walls without coming to a complete stop. Thank god that's a play mechanic that's gone the way of the dodo. Still, WipeOut helped define a genre and spawned loads of clones—a sure sign of an innovative, quality game. *-Greg Sewart*

THE VIEW FROM JAPAN

## The Trouble With Online Gaming

Virtually every video game genre is well-represented in Japan—from action to dating sims. But there's one genre that's missing from the Japanese market—online gaming. Some people here enjoy their Ultima Online, Diablo or Unreal Tournament, but they're not as popular as most console games.

PC games have never been popular in Japan. The user base for consoles has dominated for over 10 years, and developers naturally choose to make games for console systems over PCs. Japanese gamers haven't been very interested in the PC, even after it became more affordable. A PC game that sells more than 100,000 copies is considered a huge hit here, whereas that's a small number on a console. Several companies have tried to break into online gaming on PC. Sega affiliate Nextech, responsible for Resident Evil Code: Veronica, offered up its own online RPG called Dark Eyes. But the response from gamers was far from enthusiastic. Japan System Supply offered their own RPG called Life Storm and Stone Age—which got positive reactions from gamers. Still, the company went bankrupt last October.



***EGM*'s main man in Japan, Yutaka Ohbuchi.**

Why is it so hard for online games to succeed in Japan? To make a good online game, it takes much more work than stand-alone games. You need to not only make a good game, you also have to maintain a server for people to play on. You have to monitor lag and cheaters, too. Those things are probably much harder for Japanese companies to handle than making a good game, because most companies have been working only on console games for so long—they aren't experienced with a PC environment. And even if they can pull off a good online game, no one is for sure that gamers will play it. There are no flat rate charges for phone calls in Japan like there is in the U.S., which means you have to pay more to play a game via modem, and the number of cable modem subscribers is negligible. Some companies are making online games for Dreamcast, but they also tangle with these problems to some extent.

So, are all the Japanese game giants just sitting on their hands doing nothing? Of course not. Sony is working to expand cable modem service to provide PS2 games (and EverQuest). Square will release Final Fantasy XI, its first online RPG, sometime in the next couple years. Regardless of which system(s) they release it on, it's a safe bet that will be a huge hit. And thanks to DC's built-in modem, Sega can push the envelope hard to revitalize their console with Phantasy Star Online. According to Sonic Team's Yuji Naka, they are planning to sell more than a half million copies of the game in Japan. If they manage to do that, it would be a huge break for online gaming here. On the other hand, Nintendo has a slightly different strategy. They will release Pokémon Crystal in January for GBC to play via cell phone. Not exactly online gaming, but it could entice people to connect.

Japanese companies know online gaming is the future, now it's just a matter of figuring out how to get there. *-Yutaka Ohbuchi*

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PlayStation

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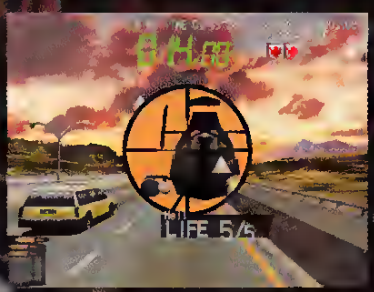












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PlayStation.2

Dreamcast

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KONAMI

## RENAMED FOR JAPAN

**Angel Studios' PS2 game Smuggler's Run is getting a new name for its release in Japan. From here on out it shall be called "Crazy Bump" in the Land of the Rising Sun. Visions of Bump n' Jump pop in our head hearing that one.**

## DEVELOPER PROFILE

### Heavy Iron Studios

**Developer Profile:** Heavy Iron Studios
**Location:** Culver City, CA
**Website:** www.heavy-iron.com

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**# of people:** 34
**Titles team members have worked on previously:** Parasite Eve, Fear Effect, Crash Bandicoot and a slew of other titles.
**Most exciting aspect of the next-generation consoles:** For the programmers, it's all about the new hardware and the possibilities they represent. For the artists, it's about working with a new, less constraining set of rules and maximizing the potential of higher poly counts, higher resolutions and more detailed environments. And for the designers, it's the challenge of making these new possibilities into a compelling game experience.
**Hardest thing about turning Evil Dead into a video game:** First, many people were looking at this as the unofficial sequel to *Army of Darkness*, so we knew the story had to live up to their expectations. Second, we had to find our own approach to the survival horror genre.
**Easiest thing about turning Evil Dead into a video game:** The level design turned out to be pretty easy. Coming up with new areas for Ash to explore was a natural extension of our love for the series.
**Times you must've watched the Evil Dead movies researching this game:** Never... just kidding. We watched the movies about a billion times. Also, we were lucky enough to get production stills from the original movie and even one of the original Necronomicons from Army of Darkness.
**During late-night programming sessions, we:** Let's see...once somebody brought in a Yard Gnome and bunch of modeling clay. Put these two things together with a bunch of geeks at five in the morning and you end up with...well, you can figure it out. At the time we thought it was hilarious; it really wasn't.
**Favorite Evil Dead movie and why:** Evil Dead 2—it had just the right balance between horror and camp.
**Story behind our name:** Heavy Iron is a reference to an old '50s term. Back in the day, they used to call huge mainframes

## Sega Games To Appear On Other Systems?

When it comes to making a successful hardware platform, it's been hit or miss with Sega in the past. It's always been a hit with the hardcore audience, but they haven't ever been able to get the attention of the mass audience in Japan, despite a library of great games. That may have fueled the company's recent decision to try to increase its percentage of the software market by offering game titles for other systems, including—as some reports from Japan state—console systems by its rivals (emphasizing that it would also continue to support Dreamcast). Plus, Sega will license out the DC technology to other platforms like cell phones, PCs and other audio-visual equipment. Their goal: to increase their market share from the current 4.2% to 25%; Nintendo enjoys a 19.6% share.

It's hard to believe that drastic a jump in its percentage of the software market could happen without a move to support consoles, like PS2, Gamecube or Xbox.

Sega of America dismissed that assertion by stating that the Japan announcement would only cover devices such as cell phones and set-top boxes, and would not include competing consoles.

Already, one Sega title—Sakura Taisen—has made the jump to Game Boy Color. Not exactly a platform that's going to give Dreamcast much competition—but it is a step in the direction of multi-platform publishing. And Sega recently acquired FamilyWonder Inc., a U.S. dot com that specializes in providing family-based Web entertainment, to increase its Net presence.



"We aim to win the top share of the world market in the near future by increasing the number of platforms which can operate Sega software," newly appointed Strategic Counsel Tetsu Kayama told a news conference. "Our focus on content provision is back in place. Sega aims to become a real game creator."

## Sega Game Already on PS2!

If you count this one, Sega's already got a game on PlayStation 2. In 1991, Sega brought out an arcade game called Time Traveler. Those who played it remember its obtrusively large cabinet which held a laserdisc player and something to project the holographic image onto the playfield. You starred as cowboy Marshall Gram, a hero able to travel through time to save Princess Kyi-La from the clutches of evil. Gameplay wasn't much more advanced than pushing the right buttons at the right time—but it did have the "Time Reversal Cube," an item which allowed you to save yourself from death if you made a wrong move. Digital Leisure, producers of the fine Dragon's Lair, Dragon's Lair II: Time Warp and Space Ace DVDs, have brought this arcade experience home on DVD. And of course it'll play on your PS2, too. It's available now at DVD and game stores everywhere.






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Q-Mann

# Quartermann - Game Gossip & Speculation

**Yo kiddies, it's that time again...when your favorite neighborhood rumor-slinger emerges from his Cave of Wonders™ to deliver the latest n' greatest rumors this side of the Pacific...and maybe the other side too, I dunno. So let's jump right into it...**

**...Square on Xbox?!** Looks like Square might have more in mind for **Final Fantasy XI** than we all first knew. In addition to XI coming to both PS2 and PC (in 2002), **an Xbox version** of the game is reportedly **in the works**. While Square HQ has been rapid-firing their "no comment" responses to all in the press who ask about it, the Q has learned that there are indeed Xbox dev kits at Square. And Microsoft is apparently making it **very tempting** for them to join Mr. Gates' cause. Since a PC version is coming, how much extra work would it take to convert the game? ***WHOOSH*** There goes the sound of Square being exclusively PS2. Didja hear it?

...Remember **Dragon's Lair?** Wasn't that a cool "game"? Well, OK...maybe it was more a cool-looking cartoon than packed with gameplay, but it was good for the early '80s, darnit! **Don Bluth,** the guy behind it, is rumored to be in preproduction on **a full-length Dragon's Lair movie** based on the game and its sequel to be released in theaters in 2002. Those of us who remember the game fondly will certainly be at the theater opening day for that one...

...Speaking of movies, The Q and others will be there for opening day. **The Lord of the Rings trilogy is going to be made into a video game** if everything goes smoothly. Supposedly the bidding on the right to make said game has been fierce, with names like Activision, THQ and Codemasters reportedly entering the fray. But ultimately it looks like **Electronic Arts will be doing the honors.** That gives them Harry Potter, Bond and Tolkien. What's up with EA getting all the movie-licensed games these days, anyway? Not that The Q is complainin' one bit—**the N64 version of TWINE was phat,** baby. As long as the games are good, they can keep churning them out...

...A new company called **Conspiracy Games** is entering the world of bringing Japanese games to the U.S. Its first title will be the **Dreamcast RPG Record of Lodoss War,** based on the mega-popular anime series...Looks like **Game Arts wasn't quite satisfied** with the Japanese sales of its DC RPG **Grandia II.** So you know what that means, don't you? That's right—it's headed to Sony country. **Grandia II on PlayStation a** will feature all-new eye candy using the system's power, enough to make RPG fanboys go sterile once again (and buy it again, of course). **Sproing!** The Q still has a place in his heart for the DC version, though...and hey, the DC version'll be out in the U.S. way before a PS2 version sees the light in Japan. **Sauce!**

...While yours truly isn't one for the first-person shooters (though I did get to blast that darn **Mark *EGM*** guy through the roof a coupla times in DC Quake III before he and friend **Faust** handed me my **entrails on a platter**), this lil' nugget is too interesting to ignore. American McGee (yes, a real guy whose name alone conjures up images of **mullets 'n' pick-up trucks**) and his game **Alice** will show up next year for **either PSa or Xbox.** It's based on Alice in Wonderland and uses the Quake III engine... hmmm...looks like we aren't in Kansas anymore, Toto...wait, wrong story...

...Development of **Ninja Gaiden PSa** is still moving forward in Tecmo Japan's offices (like The Q told you a few months ago—it's lookin' good). 8ut **Team Ninja** is not resting on its laurels. Apparently **Dead or Alive 3** is already in the **early stages of development,** with a few members of Team Ninja already beginning pre-production work on the game...

...**Gamecube status report #0005—hardware done, games going full steam ahead.** The new Mario/Luigi game is going to be freaking excellent. **The Big N plans to have a smorgasbord (I love that word) of titles** available for both the Japanese and U.S. launches later this year. And if current reports are right, the system will be **priced very competitively with both Xbox and PSa.** It brings a tear to the eye of this crotchedy old newshound to see Nintendo actually gearing up for a big hardware splash. Next year is going to be such a good time for games, it **makes me shiver just thinkin' about it...**



**Welp, that's all the time we have this month. See ya after Election Day!**

**- The Q**


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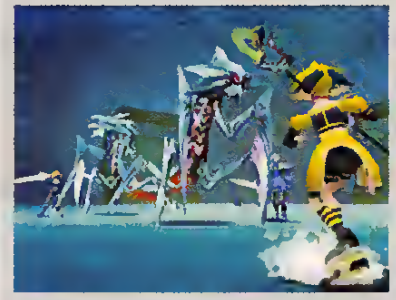
**"It's really, really irresponsible. I expect better from Sega."**

*— San Francisco Mayor Willie Brown comments on a Sega event for Jet Grind Radio called "Graffiti Is Art"—with artists creating huge designs on canvas (not city property).*




## IMPORT CALENDAR

### Phantasy Star Online



**Import Pick of the Month:** Sonic Team's epic online RPG, Phantasy Star Online.

***PlayStation***

11/30 DDR Disney's Rave, Konami (Music)
11/30 Tales of Eternia, Namco (RPG)
12/21 Gunbalina, Namco (Shooting)
Dec. Puyo Puyo Box, Compile (Puzzle)

***PlayStation 2***

11/30 UNiSON, Tecmo (Music)
12/21 Top Gear Daredevil, Kemco (Racing)
12/21 7 (Seven), Namco (RPG)
Dec. Cool Boarders Alien, Uep Systems (Sports)
Dec. Dark Cloud, Sony CEI (RPG)
Dec. Winback, Kemco (Action)
1/25 Onimusha, Capcom (Action)

***Dreamcast***

11/23 Sega Tetris, Sega (Puzzle)
12/7 Project Justice, Capcom (Fighting)
12/12 El Dorado Gate, Vol. 2, Capcom (RPG)
12/14 4x Memory Card, Sega
12/14 Guilty Gear X, Sammy (Fighting)
12/14 Samba de Amigo Ver. 2000, Sega (Music)
12/21 Phantasy Star Online, Sega (RPG)
12/21 Daytona USA 2001, Sega (Racing)

***Nintendo 64***

11/21 Sin & Punishment, Nintendo (Action)
12/7 Mario Party 3, Nintendo (Party)
12/14 Pokémon Stadium Gold/Silver/Crystal Version, Nintendo(Action)
Dec. Echo Delta, Nintendo (Strategy)

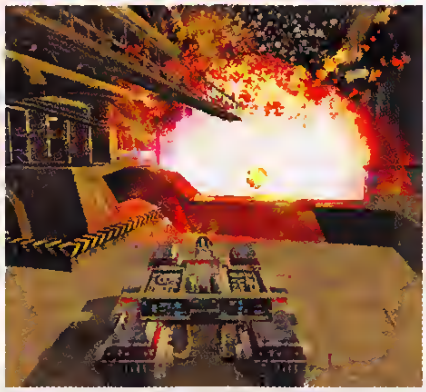
***Game Boy***

Dec. Legend of Starfi, Nintendo (Action)
Jan. Legend of Zelda: Mystical Tree of Fruit, Nintendo (RPG)
Jan. Pokémon Crystal, Nintendo (RPG)

*Schedule subject to change. Consult your local import game store for the latest release information.

## Last-Minute Update: 3DO on PS2

Here's an early look at 3DO's first PS2 games—World Destruction League: Thunder Tanks (below), Portal Runner (bottom right), Warriors of Might & Magic (top right), Army Men Sarge's Heroes 2 (top left).









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PRESS START

Compiled By Chris Johnston chris_johnston@zd.com
& Jonthan Dudlak

# Coming Soon - January 2001

## December

### Game Boy Color

| | |
|---|---|
| 3D Ultra Pinball - Havas Interactive | Misc. |
| Army Men Arcade Blast - 3DO | Action |
| Blues Clues - Mattel | Misc. |
| Carnivale - Vatical Entertainment | Action |
| Championship Motocross 2001 - THQ | Sports |
| Championship Surfer - Mattel | Sports |
| Dinosaurus - Electronic Arts | Adventure |
| Emperor's New Groove - Ubi Soft | Misc. |
| Force 21 - Ubi Soft | Action |
| Harley Davidson - Infogrames | Racing |
| Hoyle Card - Havas Interactive | Misc. |
| Jimmy White's Cue Ball - Vatical Ent. | Sports |
| Kirby Tilt 'n Tumble - Nintendo | Misc. |
| Lion King: Simba's Adventure - Activision | Adventure |
| Merlin - Electronic Arts | Adventure |
| MTV Sports: Pure Ride - THQ | Sports |
| MTV Sports: Ultimate BMX - THQ | Sports |
| Mummy, The - Konami | Action |
| Pokémon Puzzle Challenge - Nintendo | Puzzle |
| Powerpuff Girls Paint - Bam Entertainment | Misc. |
| Racin' Ratz - Mattel | Racing |
| Road Champs BXS Stunt Biking - Activision | Sports |
| Robopon - Atlus | RPG |
| Tweety's High-Flying Adventure - Natsume | Adventure |
| VR Sports: Powerboat Racing - Vatical Ent. | Racing |
| Warriors of Might & Magic - 3DO | Action |
| Woody Woodpecker Racing - Konami | Racing |
| WWF No Mercy - THQ | Sports |

### PlayStation

| | |
|---|---|
| Big Ol' Bass 2 - Konami | Sports |
| Burs Trick Wake Boarding - Crave Entertainment | Sports |
| Gold & Glory: Road to El Dorado - Ubi Soft | Adv. |
| Kasparov Chess - Interplay | Sports |
| Lion King: Simba's Mighty Adv. - Activision | Adventure |
| Martian Gothic - Take 2 Interactive | Action |
| Rayman 2 Back to School - Ubi Soft | Misc. |
| Reel Fishing Controller Combo Pack- Crave | Sports |
| Sabrina Teenage Witch - Berkeley Systems | Misc. |
| Sea Doo Hydro Cross - Vatical Entertainment | Sports |
| Supercross 2001 - EA Sports | Racing |
| Tom Clancy's Rogue Spear - Redstorm | Action |

### PlayStation 2

| | |
|---|---|
| Army Men Air Attack 2 - 3DO | Action |
| Army Men Sarge's Heroes 2 - 3DO | Action |
| Dinosaur - Ubi Soft | Action |
| Donald Duck: Goin' Quackers - Ubi Soft | Action |
| ESPN NFL Prime Time - Konami | Sports |
| Jungle Book Rhythm n' Groove - Ubi Soft | Misc. |
| Kengo: Master of Bushido - Crave | Action |
| MDK 2 Armageddon - Interplay | Action |
| NASCAR 2001 - EA Sports | Racing |
| NBA ShootOut 2001 - 989 Sports | Sports |
| NCAA Final Four 2001 - 989 Sports | Sports |
| NCAA Game Breaker 2001 - 989 Sports | Sports |
| NHL FaceOff 2001 - 989 Sports | Sports |
| Offroad Outlaws - Interplay | Racing |
| Rayman 2: Revolution - Ubi Soft | Adventure |
| Star Wars Episode I Starfighter - LucasArts | Action |
| Stunt GP - Titus | Racing |
| Surfing H3O - Rockstar | Sports |
| Theme Park World - EA | Misc. |
| Top Gun - Titus | Action |
| Wild Wild Racing - Interplay | Racing |
| Warriors of Might and Magic - 3DO | Action |
| WDL: Thunder Tanks - 3DO | Action |

### Nintendo 64

| | |
|---|---|
| Blues Brothers 2000 - Titus | Action |
| Carnivale - Vatical Entertainment | Misc. |
| Donald Duck: Goin' Quackers - Ubi Soft | Action |
| Hercules - Titus | Action |
| Ms. Pac-Man Maze Madness - Namco | Puzzle |
| Polaris Snowcross 2001 - Vatical Entertainment | Sports |
| Star Wars: Battle for Naboo - LucasArts | Action |
| Super Bowling - Tommo | Sports |

### Dreamcast

| | |
|---|---|
| Age of Empires II - Konami | Strategy |
| Armada II - Metro3D | Action/Strategy |
| Bangai-o - Crave Entertainment | Shooter |
| Bang! Gunship Elite - Redstorm | Action |
| Dino Crisis - Capcom | Adventure |
| Donald Duck: Goin' Quackers - Ubi Soft | Action |
| Evil Dead: Hail to the King - THQ | Adventure |
| Grandia II - Ubi Soft | RPG |
| Heroes of Might & Magic 3 - Ubi Soft | Adv/Strategy |
| Max Steel - Mattel | Action |
| Peace Makers - Ubi Soft | Action |
| Prince of Persia - Mattel | Adventure |
| Record of Lodoss War - Crave Entertainment | Simulation |
| Resident Evil 2 - Capcom | Adventure |
| Resident Evil 3: Nemesis - Capcom | Adventure |
| Surf Rocket Racer - Crave Entertainment | Racing |
| Worms World Party- Titus | Misc. |

## January

### Game Boy Color

| | |
|---|---|
| Antz Racing - Electronic Arts | Racing |
| Batman Racing - Ubi Soft | Racing |
| Croc 2 - THQ | Action |
| Dragon's Lair - Capcom | Action |
| Frisbee Golf - Vatical Entertainment | Sports |
| Legend of the River King 2 - Natsume | Action |
| Lego Racers - Lego Media | Racing |
| Lego Stunt Rally - Lego Media | Misc. |
| Mega Man Extreme - Capcom | Action |
| Metal Walker - Capcom | RPG |
| Mission Bravo - Mattel | Misc. |
| Pocket Racers - Interplay | Racing |
| Powerpuff Girls Battle Him - Bam Ent. | Misc. |
| Return of the Ninja - Natsume | Action |
| Simpsons: Treehouse of Horror, The - THQ | Action |
| Tech Deck Skateboarding - Codemasters | Sports |
| Xena - Titus | Action |

### PlayStation

| | |
|---|---|
| Army Men Arcade Blasts - 3DO | Action |
| Backyard Football - Infogrames | Sports |
| Digimon World 2 - Bandai | RPG |
| MTV Sports: TJ Lavin's Ultimate BMX - THQ | Sports |
| Scooby-Doo! - THQ | Misc. |
| Time Crisis: Project Titan - Namco | Action |

### PlayStation 2

| | |
|---|---|
| ATV Off-Road Fury - Sony | Racing |
| Bouncer, The - Square CEA | Fighting |
| Dark Cloud - Sony CEA | RPG |
| Driving Emotion Type-S - Square EA | Racing |
| F1 Championship - Ubi Soft | Racing |
| F1 Championship Season 2K - EA Sports | Racing |
| Gran Turismo 3 - Sony CEA | Sports |
| Ground Control - Berkeley Systems | Action |
| Ico - Sony CEA | Puzzle |
| Knockout Kings 2001 - EA Sports | Sports |
| Navy Seals - Jaleco | Action |
| NBA Live 2001 - EA Sports | Sports |
| Onl - Rockstar Games | Action |
| Onimusha - Capcom | Adventure |
| Star Wars: Super Bombad Racing - LucasArts | Racing |

### Nintendo 64

| | |
|---|---|
| Aidyn Chronicles - THQ | RPG |
| Dinosaur Planet - Nintendo | Adventure |
| Mega Man 64 - Capcom | Adventure |
| Sea Doo Hydro Cross - Vatical Entertainment | Racing |
| VR Powerboat - Vatical Entertainment | Racing |

### Dreamcast

| | |
|---|---|
| Deer Avenger - Berkeley Systems | Misc |
| Gun Bird 2 - Capcom | Shoote |
| Microsoft Links LS - Konami | Sport |
| MS Combat Flight Simulator - Konami | Simulatio |
| Mummy, The - Konami | Actio |
| Phantasy Star Online - Sega | RP |
| Playmobil Hype - Ubi Soft | Misc |
| Polaris Snowcross - Vatical Entertainment | Sport |
| Project Justice - Capcom | Fightin |
| Sierra Sports Game Room - Sierra | Sport |
| Stunt GP - Infogrames | Racin |
| Stupid Invaders - Ubi Soft | Actio |
| SWAT 3D - Sierra | Strateg |
| System Shock 2 - Vatical Entertainment | Actio |

## February

### Game Boy Color

| | |
|---|---|
| Action Man - THQ | Actio |
| Aliens: Thanatos Encounter - THQ | Actio |
| ESPN National Hockey Night - Konami | Sport |
| Hercules - Titus | Actio |
| Indiana Jones - THQ | Actio |
| Mat Hoffman's Pro BMX - Activision | Sport |
| Monster Force - Konami | Actio |
| Ronaldo V-Soccer - Infogrames | Sport |

### PlayStation

| | |
|---|---|
| Batman Racing - Ubi Soft | Racin |
| Deuce - Midway | Adventur |
| Disney's Aladdin - Sony CEA | Misc |
| Inspector Gadget - Ubi Soft | Misc |

### PlayStation 2

| | |
|---|---|
| Ephemeral Fantasia - Konami | RP |
| Project Eden - Eidos | Adventur |
| Seven Blades - Konami | Adventur |
| Zone of the Enders - Konami | Adventur |

### Nintendo 64

| | |
|---|---|
| Eternal Darkness - Nintendo | Actio |
| Paper Mario - Nintendo | Action/RP |

### Dreamcast

| | |
|---|---|
| 18 Wheeler: American Pro Trucker - Sega | Racin |
| Cannon Spike - Capcom | Shoote |
| Evil Twin - Ubi Soft | Adventur |
| F1 Championship - Ubi Soft | Racin |
| Legend of the Blademasters - Ripcord | Adventur |
| Mars Matrix - Capcom | Actio |
| M.O.U.T. 2025 - Ripcord | Racin |
| OutRigger - Sega | Actio |

## March

### Game Boy Color

| | |
|---|---|
| VIP - Ubi Soft | Actio |
| Sponge Bob - THQ | Adventur |
| Rocket Power - THQ | Adventur |
| Matchbox Emergency Patrol - Mattel | Racin |

### PlayStation

| | |
|---|---|
| Alone in the Dark 4 - Infogrames | Adventur |
| Mat Hoffman's Pro BMX - Activision | Sport |
| VIP - Ubi Soft | Actio |

### PlayStation 2

| | |
|---|---|
| Giants - Interplay | Adventur |
| Off Road Thunder - Midway | Racin |
| Shadow of Destiny - Konami | RP |

### Nintendo 64

| | |
|---|---|
| Conker's Bad Fur Day - Nintendo | Actio |

### Dreamcast

| | |
|---|---|
| Alone in the Dark 4 - Infogrames | Adventur |
| VIP - Ubi Soft | Actio |


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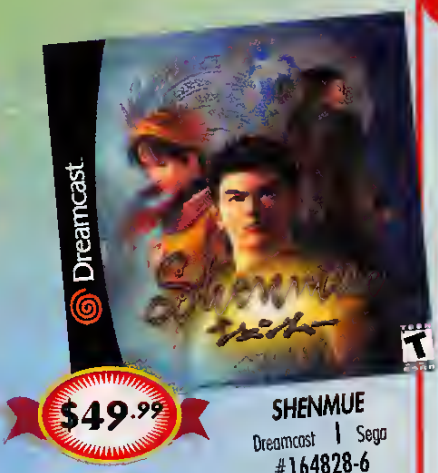

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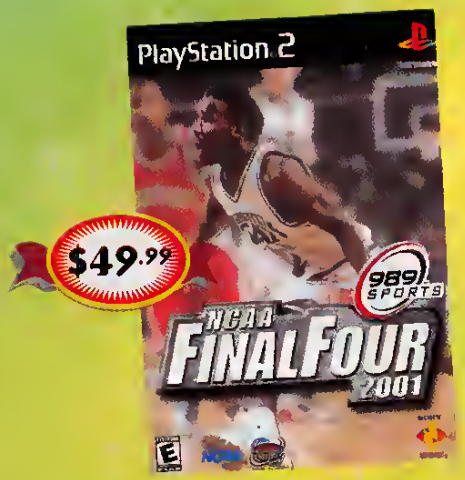



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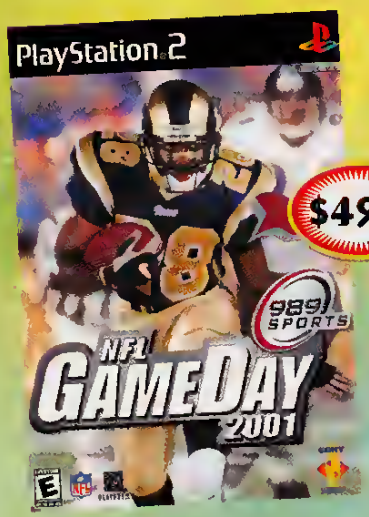

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PRESS START

# The Top 20 Best-Selling Games of September, 2000

## 1 - Madden NFL 2001



**EA's** Madden spends a second month at the top. But wait, did you notice that Pokémon is a no-show in the top 10 this month? The string is broken! Enjoy it now, the little critters are likely to be back in force next month.

LAST MONTH: 1

9.5 Kraig | 9.0 Dean | 9.5 Joe

## 2 - NFL 2K1



What do you know? A **Sega Sports** title cracks the top five twice in three months. It's a good month for football games, and NFL 2K1 is one of the best. Go get your SegaNet account and take on Team *EGM*!

LAST MONTH: NEW

10 Dan | 9.5 Dean | 9.5 Kraig

## 3 - Tony Hawk's Pro Skater 2



Did we call it or what? The first month out the sequel to one of **Activision's** hottest games ever debuts at number three! Chances are this baby'll be a mainstay in the top five for a long time to come. Surprisingly, the prequel...

LAST MONTH: NEW

10 Crispin | 10 Dean | 10 Greg

## 4 - Tony Hawk's Pro Skater



...is right behind it, much like the Hawkman's double feature a month ago. Too bad **Activision's** N64 version didn't complete the triple crown this month. Tony's showing Pokémon- type dominance in the charts.

LAST MONTH: 4

9.0 Che | 9.0 Crispin | 8.0 Dean | 7.5 Chris

## 5 - Gran Turismo 2



Looks like becoming a Greatest Hits title is all it took for **Sony** to sell another few boatloads of the greatest driving simulator to date. That makes two winners of *EGM*'s coveted Platinum award in the top five. You like us, you really like us!

LAST MONTH: 15

10 John | 10 Dean | 10 Crispin | 10 Che

| | | | LAST MONTH |
|---|---|---|---|
| 6 | Mario Tennis | Nintendo | NEW |
| 7 | Spider-Man | Activision | NEW |
| 8 | Star Wars Episode I Racer | Nintendo | 3 |
| 9 | Spec Ops | Take 2 Interactive | 7 |
| 10 | NFL GameDay 2001 | 989 Studios | NEW |
| 11 | Chrono Cross | Square EA | 2 |
| 12 | Driver | GT Interactive | 6 |
| 13 | Pokémon Red | Nintendo | 8 |
| 14 | Mario Party 2 | Nintendo | ---- |
| 15 | Pokémon Yellow | Nintendo | 5 |
| 16 | WWF SmackDown! | THQ | 10 |
| 17 | Tekken 3 | Namco | 17 |
| 18 | Crash Team Racing | Sony Computer Entertainment | ---- |
| 19 | Madden NFL 2001 | Electronic Arts | NEW |
| 20 | Ultimate Fighting Championship | Crave Entertainment | NEW |

Source: NPD TRSTS Video Games Service. Call Kristin Barnett von Korff at (516) 625-2481 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff.

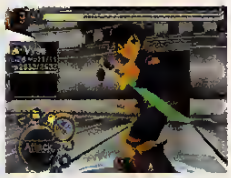
### JAPAN TOP 10

| | | |
|---|---|---|
| 1 | MotoGP | Namco |
| 2 | Dragon Quest VII | Enix |
| 3 | Fushigi na Dungeon: Furai no Shiren 2 | Chun Soft |
| 4 | Pop'n Music 4 Append | Konami |
| 5 | Pachinko Paradise 4 | Irem Software Engineering |
| 6 | El Dorado Gate, Volume 1 | Capcom |
| 7 | Pro Baseball At the End of the Century | Square |
| 8 | Eternal Arcadia | Sega |
| 9 | World Soccer Winning Eleven 2000 | Konami |
| 10 | Koro Koro Kirby | Nintendo |

*Weekly Famitsu, week ending 10/15/2000*



Namco's PS2 games have consistently been top sellers and that trend continues with MotoGP. Jaggies? What jaggies? Who cares about jaggies?



Sega released three different versions of Eternal Arcadia. One, the regular game, another, a premium box set, and finally, an @barai version—which allows gamers to pay for a code to unlock the full version online


HSU AND CHAN
GAME DESIGNERS ARE...
BY "O, HOLY NUTS"
BACK OFF, FLUFFY! I'M WATCHING YOU
RESPECT THE STAFF!
GNAW!
BAM!
© 2000 J. Scott
HO HO HO, VIDEO GAMERS! THE SNOW IS FALLING, HOUSES ARE DECORATED, YES, ONCE AGAIN, IT IS THE MOST WONDERFUL TIME OF THE YEAR!
ASSUMING, OF COURSE, THAT YOU DEFINE "WONDERFUL" AS "DEVOID OF PARKING SPACES!"
I LOVE THE CHRISTMAS SEASON, CHAN!
THE BEAUTY OF A SNOW-DUSTED LANDSCAPE! THE JOY OF WATCHING CHILDREN STRUGGLING AGAINST THEIR NATURAL TENDENCIES AS THEY TRY TO BE GOOD FOR A WHOLE MONTH!
GO ON, PASTE ONE UP THE SIDE OF THE HEAD WITH A SLUSHBALL! THEY CAN'T FIGHT BACK! IT'S A RIOT!
OF COURSE, IT'S NOT ALL FUN AND GAMES! FOR THOSE OF US WORKING IN THE VIDEO GAME INDUSTRY, DECEMBER IS THE MOST IMPORTANT MONTH OF THE YEAR!
IT'S A TIME OF HEATED COMPETITION, AS EACH GAME MANUFACTURER TRIES TO SCREW THE OTHERS OUT OF THE LOVING ATTENTIONS OF YOUR HOLIDAY DOLLARS!
BIG PAYOFFS FOR SOME, CRUSHING DEFEAT FOR OTHERS!
OH, AND THERE'S ALSO THE OFFICE HOLIDAY PARTIES, THOSE CAN GET PRETTY WEIRD, TOO.
SANTA'S WATCHING YOU, KID! GET AWAY FROM MY CAR!
BUSINESS ASIDE, THOUGH, THERE'S STILL A LOT OF HOLIDAY ACTIVITY TO BE ENDURED, SUCH AS ENTERTAINING GUESTS! I BELIEVE SOME OF YOU MIGHT NOT YET HAVE MET...
OUR SISTER HIROKO...
THIS HEFTY LUMP ON OUR SOFA WHICH WE ARE TOLD IS OUR BROTHER-IN-LAW, DEKE...
CLEAN LIVIN' TWENTY RAW EGGS A MORNING AND YOU, TOO, CAN LOOK LIKE ME!
AND OUR BABY NIECE, HANABI, WHO JUST HAPPENS TO BE CUTE AS A BUTTON!
BURG!
SAY HELLO TO THE VIDEO GAMERS, HANABI!
CHOMP!
EEK!
THE TEETHING BISCUITS NOT WORKING OUT?
AAAIGH!!
QUICKLY, HSU! FETCH THE PLUNGER!
BAD GIRL! LEGGO! C'MON!
GRR!!
MAYBE WE HAVE SOME RAWHIDE CHEWS SOMEWHERE...
GRAWR!
AAAIGH!
BOO-HOO-HOO!
HUH? THAT SOUNDED LIKE SOMEONE... CRYING ON THE BACK PORCH!
I'D BEST INVESTIGATE!
=SOB!=
WHAT WAS IT?
AN ELDERLY, MIDGET HOBO.
WAIT HERE, I THINK I KNOW HOW TO HANDLE THIS.
THERE, THERE, LITTLE FELLOW -- IN THE SPIRIT OF THE HOLIDAYS, I OFFER YOU THIS WHOLESOME CAN OF CREAMED CORN!
NOW GO, BE MERRY!
=SNIFFLE= THANK YOU KIND SIR, BUT I AM NOT IN NEED OF FOOD...
MY NAME IS BLINKY, AND I'M HERE ON A MISSION OF GRAVE IMPORTANCE -- YOU SEE, I AM ONE OF SANTA'S ELVES, AND IF I CANNOT FIND A SOLUTION TO OUR PROBLEM SOON, CHRISTMAS MAY BE RUINED FOR BOYS AND GIRLS ALL OVER AMERICA!
WELL, YOU WANT THIS CREAMED CORN, ANYWAY?
WE'RE NOT GONNA EAT IT.
OH... UM... SURE.
SO, WHAT'S THE PROBLEM WITH CHRISTMAS THIS YEAR? BAD EGGNOG? ALL THOSE STUPID PLASTIC LIGHT-UP LAWN STATUETTES FINALLY DRIVEN SANTA TO THE BREAKING POINT?
NO NO IT'S THE PS2 SHORTAGE -- OUR ORDER CA IN SEVERAL UNITS SHY, AND IF I CAN'T FIND REPLACEMENTS BY CHRISTMAS EVE, WHO KNOWS WHAT WILL HAPPEN
DISAPPOINTMENT
HEARTBREAK
THE TOTAL ECONOMIC COLLAPSE OF A BUNCH OF LITTLE EUROPEAN COUNTRIES
WE MIGHT EVEN TAKE A PAY CUT!
HOT WASSAIL!
HMM. SOUNDS BAD. HAVE YOU TRIED PUTTING PS2 CASINGS AROUND REGULAR DVD PLAYERS? MOST OF THE GAMES AVAILABLE FOR IT THUS FAR ARE PRETTY MEDIOCRE AT BEST; IT COULD BE WELL INTO NEXT YEAR BEFORE ANYONE NOTICES THE SWITCH!
WHY, I'M INSULTED! SANTA'S WORKSHOP WOULD NEVER STOOP SO LOW AS TO TRY TO DUPE THE PUBLIC LIKE THAT!
BESIDES, THE DVD PLAYERS RATTLE AROUND TOO MUCH INSIDE.
NO, WE NEED TO FIND THE REAL MCCOYS!

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# His Body Exists In The Mundane World. His Spirit Resides On A Higher Plane.

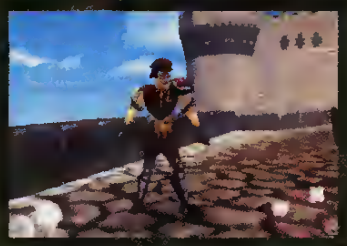



## In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?

- Real-time 3D environments and beautifully-animated characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Chris Klug, creator of the pen-and-paper game DragonQuest.
- Up to 13 characters to add to Alaron's party.








TEEN T Animated Violence ESRB

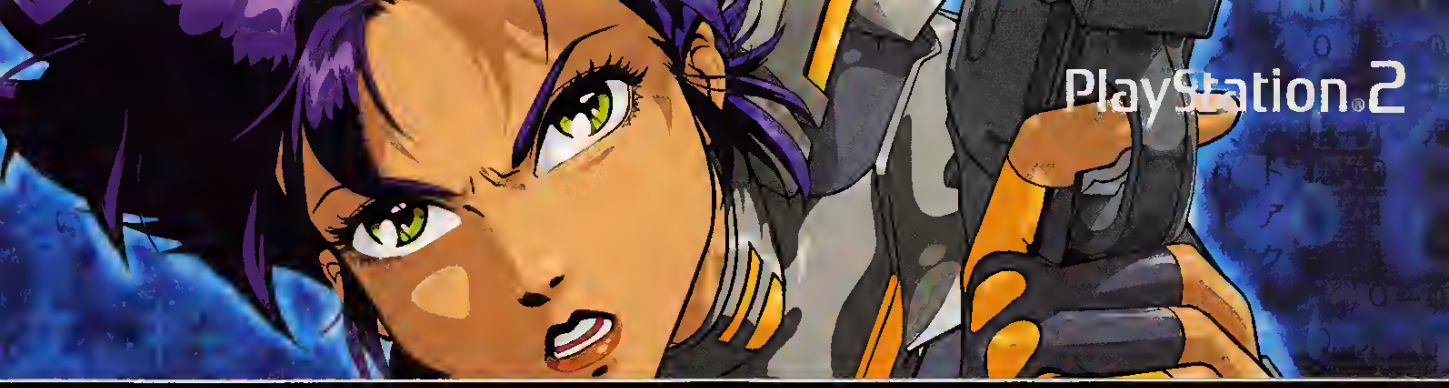
NINTENDO 64

THQ

www.thq.com




The views expressed by Hsu & Chan do not necessarily reflect those of the EGM staff




A DARK FUTURE...
AN UNCERTAIN PAST...

# NO ONE LEFT TO TRUST.

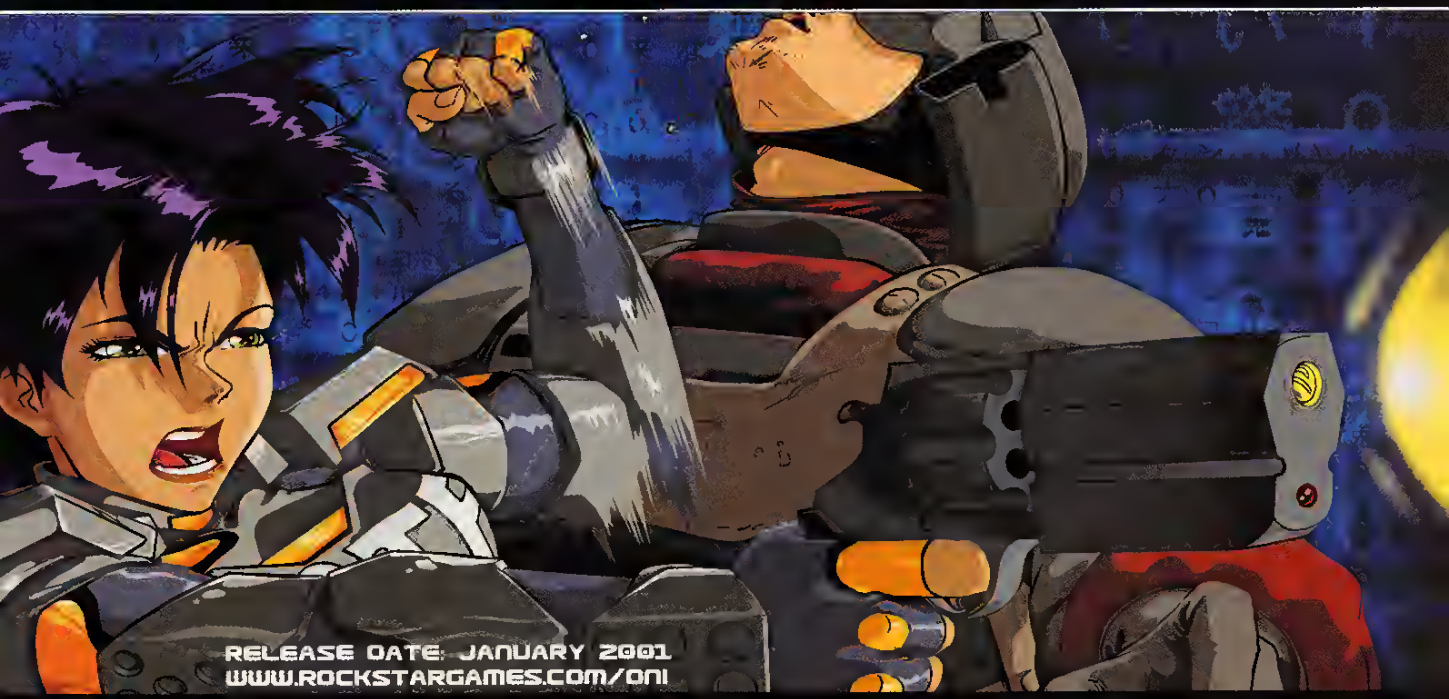
# ONI

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THE ARSENAL OF WEAPONS INCLUDES PISTOLS, ROCKET LAUNCHERS, ENERGY AND PROJECTILE WEAPONS.



RELEASE DATE: JANUARY 2001
WWW.ROCKSTARGAMES.COM/ONI




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Mac
PC CD ROM
BUNGIE
TEEN T
Animated Violence
ESRB

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CHARTER FIS
PH: 555-26
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He'll find other work.



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Rip some lip.




It's all in the wrist. You should be good at that.



You're the fishin' technician.

Poor Captain Jack. Thanks to Sega Marine Fishing, folks aren't lining up to pay top dollar to not catch fish on his tourist troller. Nope, seems all the smart fishermen are out on the Sega Sea matching wits with Sailfish, Tarpon, Blue Marlin, Tuna and Mako Shark. Any wonder things are a little slow down at the docks?

Dreamcast™

EVERYONE E

sega.com

# COME ONE, COME ALL.

IT'S BEEN A LONG TIME SINCE YOU WERE INVOLVED IN A FREE-FOR-ALL OF THIS MAGNITUDE. QUAKE III ARENA ON SEGA DREAMCAST IS A PRIMAL STRUGGLE FOR SURVIVAL WHERE THE FIT BECOME CHAMPIONS AND THE UNFIT BECOME STAINS. PRACTICING ALONE CAN ONLY TAKE YOU SO FAR. IF YOU'RE READY TO TAY YOUR CHARM ON OTHERS, TRY A CASUAL ONE-NIGHTER IN THE ARENA. YOU NEVER KNEW IT COULD BE LIKE THIS.



MAGNIFICATION
2239X

BECOME ONE OF OVER 30 SAVAGE GLADIATORS FROM ALL OVER THE UNIVERSE TO MEET IN THE ARENA.

MAGNIFICATION
800X

Q3D
MOTHERSHIP

DIAMETER: 3.14
ATOMIC NO.: 39
DESCRIPTION: OPTIMAL HOST
FOR MULTIPLAYER ACTIVITY.
ACCEPT NO SUBSTITU



MAGNIFICATION
2003X

A FULL ARSENAL OF WEAPONRY HAS BEEN ASSEMBLED FOR EVERY ANGLE OF WARFARE.

ROCKET LAUNCHER: DIRECT HIT= DEVASTATING
[ALSO SEE SPLASH DAMAGE]



MAGNIFICATION
2509X

THE NEXT STATE OF MULTI-PLAYER GAMING EXPERIENCE IS BORN. ENTER THE ARENA ONLINE AND COMPETE WITH PC AND OTHER DREAMCAST OPPONENTS.

MULTIPLAYER



MAGNIFICATION
3030X

GET TO KNOW YOUR SURROUNDINGS. OVER 30 FULLY REALIZED 3-D ENVIRONMENTS, AS STUNNING AS THEY ARE DEADLY.

QUAKE III ARENA

Dreamcast™

ONLINE MULTI-PLAYER

RASTER PRODUCTIONS

id

MATURE M ESRB
Animated Blood and Gore
Animated Violence

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TEEN
T
Animated Violence
Mild Language
Dreamcast




## Stopping is a bad idea.

In a world of angry cops, fly taggers and lot's of paint, it's important to keep moving. It's a race against time to leave your mark on the sprawling urban environment. Armed with skates, a radio and varying quiver of spray paints, it's you against the world. But you'd better be quick because the price of self expression just got higher.

Featuring music by Rob Zombie, Jurassic 5 and Mix Master Mike

# Previews


**Dreamcast**

9B Sonic Shuffle
1DD Skies of Arcadia
1D4 1B Wheeler: American Pro Trucker
1D6 Worms World Party
Last Blade: Final Edition
Resident Evil 3: Nemesis
Resident Evil 2
108 El Dorado Gate, Volume I
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## This Month in Previews



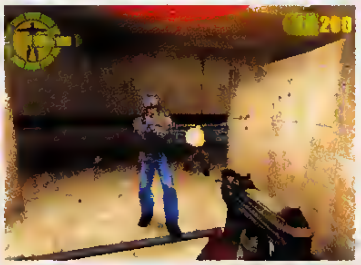
**WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.**

Putting together previews this month, we all ended up with the same question: Where are all the upcoming N64 games? No doubt many of you who are asking yourselves the same thing. We don't have a single preview for the system this issue, and rather than run yet more Banjo-Tooie shots, we decided to put the space to better use. So why has the number of N64 games on the horizon slowed to a trickle?

The answer, near as we can figure, is that developers are running away in droves. Running away from the expensive and risky cart format, running away from the notoriously difficult (even Nintendo admits it now) N64 development environment, and running toward safer bets like the huge PlayStation market, or starting work on next-generation platforms like Xbox, PS2, and yes, Gamecube.

What all this means is that it doesn't look like the N64 is gonna grow old gracefully like the PS one (which is still enjoying some of its best games ever, even after its successor system has been released). Big N cart releases are already few and far between, with 10 months still left to go before Gamecube makes it to the U.S. There's a handful of great-looking games on the way—Paper Mario, Conker, Dinosaur Planet—but notice anything else those titles have in common? Yup, they've all been delayed. Nintendo has so few games left they seem to be intentionally spacing them out.

Don't worry though, we aren't gonna take this lying down. We love the N64 just like many of you and we'll be back next month, looking high and low for worthwhile new releases or updates. Here's hoping we find some.



**The PS2 certainly doesn't have any shortage of great-looking titles on the horizon—THQ's incredible Red Faction for one. Check it out starting on page 114.**

## TOP 5 Preview Picks

| | |
|---|---|
| 1. Evil Dead: Hail to the King | PlayStation, Winter |
| 2. Red Faction | PlayStation 2, March |
| 3. Lunar 2: Eternal Blue Complete | PlayStation, December |
| 4. Skies of Arcadia | Dreamcast, December |
| 5. Sonic Shuffle | Dreamcast, December |

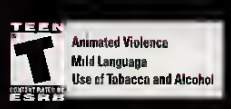
## Who Wants To Make An RPG?

OK, we've had a few questions and concerns raised about our RPG Maker contest (announced right here on this page in issue #135), so here's an addendum for all you budding Sakaguchis out there. You still need to buy a copy of Agetec's RPG Maker for the PS one (which is available now) and you still need to complete your masterpiece and send it to us by Dec. 31, 2000. Those of you concerned about time limits, please remember, we're not looking for the next Final Fantasy here. All we want are creative, witty RPGs that can be completed in a relatively short period of time. Finally, we realize not everyone has access to a Dex Drive, so here's the deal. If you have a Dex Drive, e-mail us your game file at **egmcontest@ziffdavis.com**. However, if you don't have access to a Dex Drive you may mail your memory card to us at the address below. Include a self-addressed, stamped envelope and we'll do our best to send the memory card back to you. Please note that we can't guarantee delivery. First Prize consists of a PlayStation 2 and copies of Armored Core 2, Evergrace and Eternal Ring, all courtesy of Agetec.

**EGM RPG Maker Contest**
**P.O. Box 3338**
**Oak Brook, IL 60522-3338**

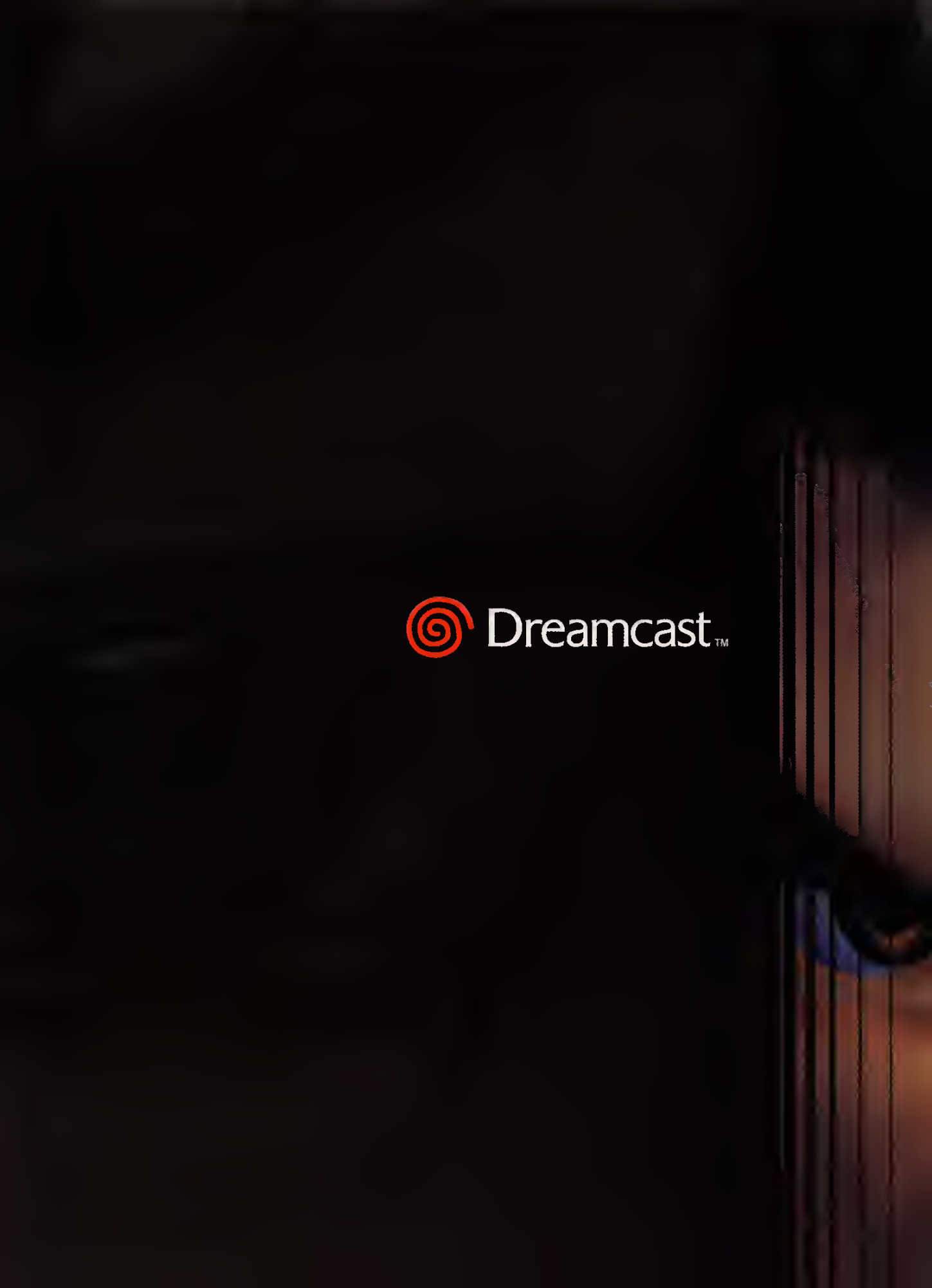
TWO WORDS

# Shenmue



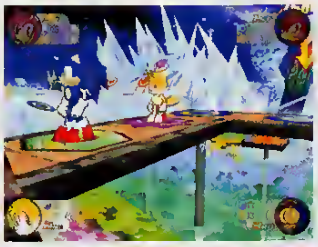

www.sega.com/shenmue

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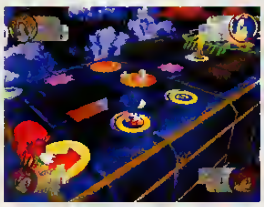
# Sonic Shuffle

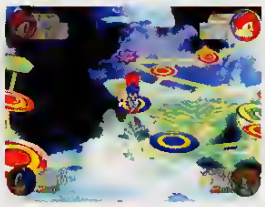
| | |
|---|---|
| Publisher: | Sega |
| Developer: | Sega |
| Players: | 1-4 |
| Genre: | Action |
| % Done: | 70% |
| Release: | Winter |
| Web Address: | www.sega.com |
| The Good: | Another Sonic game! |
| The Bad: | Frequent loading |
| And The Ugly: | Tails after Dr. Robotnik clobbers him with a 16-pound weight |











**Your mission: to secure the magical Precioustones, scattered throughout five distinct worlds. Each world has its own board, each offering hazards and shortcuts tied to the world's theme. All of the play fields provide branching paths. Choose from (left to right) the Emerald Coast, Firebird Zone, Nature Zone, the Riot Train or the Fourth Dimension.**

NO ONLINE PLAY

## Connection Interrupted

**When Sonic Shuffle was originally announced just before E3, it was heralded as one of the first games players would be able to play on Sega's spanky new SegaNet online gaming service. Unfortunately, this option was scrapped, leaving single players with computer opponents as the sole competitive option. According to Sega, the decision was made to ensure the game would ship in time for the holidays. While it already looks like a great party game as is, we can't help but miss what could have made Sonic Shuffle truly special.**

**With heavy hitters like Quake III and NFL 2K1 sure bring hardcore players into the SegaNet fold, games like Sonic Shuffle could show casual gamers the meaning of online fun. Then again...if the whole family catches onto DC Net gaming, you may have to start waiting for your turn on the controller. Maybe it's not such a bad thing after all...**

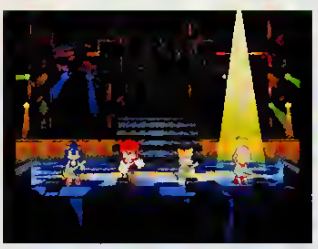
Console owners have come to expect greatness from any title that has the word "Mario" on it. Nintendo's intrepid little plumber can seem to do no wrong—whether he's battling koopas, racing around a go-kart track or hitting golf balls, a game with his name on it guarantees fun. It also guarantees high volume sales—a truth that has not gone unnoticed by rival developers. The value of cultivating a company mascot has lead to the inception of Universal Interactive's Crash Bandicoot and Sega's Sonic the Hedgehog, and where the plumber goes, these two follow. Crash and Sonic started life as heroes in platform adventures, just as Mario had. The success of the Mario Kart series prompted the subsequent release of Crash Team Racing on the PlayStation and Sonic R on the Saturn. And now, the popularity of Mario Party has given rise to the development of Crash Bash and Sonic Shuffle.



**Minigames: these don't pop up as often as you'd think, but when they do, they offer a great variety of entertaining challenges.**

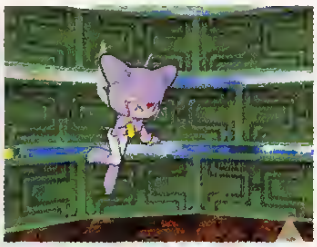
Of course, Crash Bash did not provide gamers with a board game layout; its play focused exclusively on mini-games. This ultimately led to a multiplayer experience that was less satisfying than the one Mario Party offered. Sonic Shuffle doesn't take such chances: It sticks more faithfully to the structure of Nintendo's game. As you progress toward a specific goal on one of five different game boards, you collect gold rings, which increase your score and buying power: Land on a red platform, and you lose some rings. Land on a blue platform and you gain some. Multiplayer events pop up now and then, testing your hand-eye coordination. All of this has been seen before, has worked before, and works here, too.

As with most first-party Dreamcast titles, the visual presentation is really slick. A new cel-shading technique—used to such great effect in Jet Grind Radio—provides in-game characters with a hand-drawn, cartoony look. The figures are quite striking, and reinforce the game's light, fanciful tone. The five difficult stages look great too—each one presents a dreamscape threatened by the forces of Void, the game's central antagonist. This evil figure has gained control of the mystical "Precioustones"—powerful gems which have the ability to destroy dreams. Sonic, Tails, Knuckles and Amy are enlisted by Illumina, a magical sprite, to regain the Precioustones and restore order to the








**A lovely sprite named Illumina ashs Sonic and his friends to save the world of Dreams from destruction. The story is a secondary element in a game like this, but its presence links the boards together elegantly.**

world of dreams. This narrative comes to life in the game's story mode, which gives you a cinema before and after every game played. Naturally, Dr. Robotnik is also on hand to keep Sonic and company from reaching their end goal. He mercilessly steals rings, reduces the value of prize spaces at inopportune moments, and periodically drops a 16-ton weight on players who dawdle.

Speaking of Robotnik, boss "fights" provide for some tense moments. If you land on a battle space or attempt to procure one of the Precioustones, a monster will challenge you to what amounts to a game of roulette. If you win, you are rewarded with a valuable prize. If you lose, most of your collected rings are taken away.

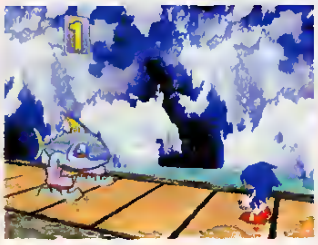
Instead of relying on hitting a spinning box to determine how far you can move forward on a board, Sega's game uses a card system. Every player is given a set of cards. Each card has a number, indicating how many spaces you can move on a given turn. You can use your deck in any order you see fit, and when it is depleted, you'll select cards from other players (without being able to peek at their value, of course). This adds a welcome bit of strategy to the gameplay, and a deviation (if only slightly) away from Mario Party. The boards themselves are also far less linear; you get full control over the route your character takes. Plenty of shortcuts are scattered here and there, and many require a specific character to be taken advantage of. For instance: wall-climbing shortcuts can only be performed by Knuckles; paths which require flying are accessible only to Tails.

Of course the minigames are important too. They don't pop up as much as Mario Party, but like that game they are all easy to learn and play. And since the board is the primary focus—not the minigames—the game is even more like "standard" board games such as Monopoly and Life, and even more friendly to non-gamers. Your kid brother, relatives, girlfriend—anyone typically put off by video games should be happy to try this one out. Big family get-togethers never have to be boring again.

Some will certainly prefer Shuffle's emphasis on the board over minigames; others may be put off by the lack of action. If your buddies are used to the frantic multiplayer action of Blitz 2001 or Soul Calibur, they might not have the patience to play through this. But if you are looking for a simple, eye-catching party game, you've got one more DC title to look forward to this winter.








**In addition to the minigames, Sonic Shuffle offers (counterclockwise from left) Trivia events, one-on-one character duels, boss fights, even play-order challenges.**

## CEL-SHADING

### Game...or Cartoon?

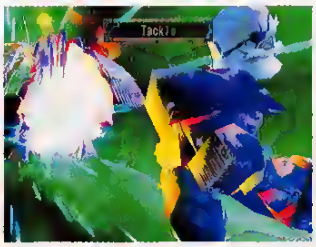



**In the early '80s, gamers were taken aback by the incredible visuals of the now classic coin-op Dragon's Lair. Players couldn't actually control the hero's movement directly, but boy, did the game look great. Finally, we are now witnessing the release of fully interactive "cartoons." This is made possible by a technique called cel shading, which is used in Sonic Shuffle, and can also be seen in Wacky Racers (above) and the phenomenal Jet Grind Radio (below). You'll be seeing this effect used frequently in the future.**

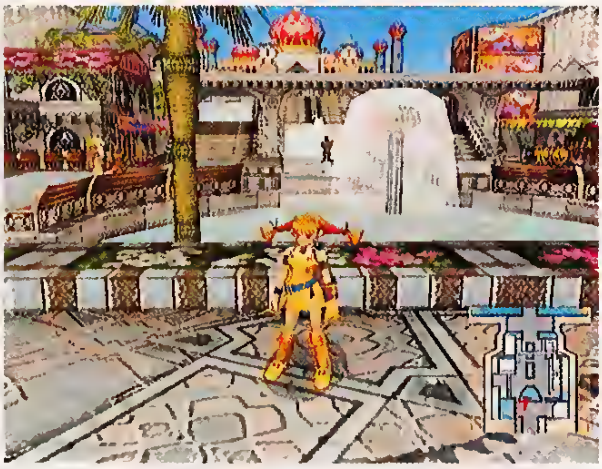



# Skies of Arcadia

| | |
|---|---|
| Publisher: | Sega |
| Developer: | Overworks |
| Players: | 1 |
| Genre: | RPG |
| % Done: | 100% |
| Release: | Available Now |
| Also Try: | Chrono Cross, FFIX |
| Web Address: | www.segn.com |
| The Good: | A deep story line packed with great gameplay |
| The Bad: | Arcadin is a wonderful game, but why didn't they just mnke Phantnsy Stnr V? |
| And The Ugly: | Aika's nngry fnce |



Once you charge up your spirit bar you can unleash colorful (nnd very powerful) special attacks.



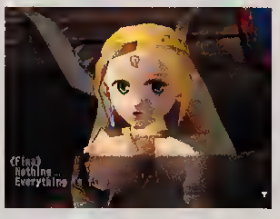
While it's true Skies of Arcadia doesn't have quite the overall visual impact found in Grandia II, it still has more than a few simply amazing-looking locations.

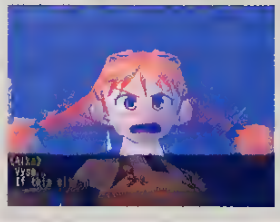
## EXPRESSIONS

### Face It

One cool feature found in Arcadia is a very extensive facial expression system. While there's plenty of written text, the characters themselves don't have more than a handful of spoken words, but the emotions on their faces speak volumes.







Like it or not, it's hard to deny the fact that the Saturn was a crap system for RPGs. With the sole exception of the amazing experience that was Panzer Dragoon Saga, if you were a fan of traditional role-playing games, the Saturn kind of screwed you ever. No Phantasy Star. No Lunar. No Grandia (in America anyway). Yeah, there were plenty of keen strategy RPGs, but you could count the worthwhile traditional RPGs on one finger. Yet here we are on the Dreamcast, one year in, and three major RPGs are almost upon us—and all of them smell of greatness.

But, of course, if you ask any Dreamcast-owning RPG fan which game he or she is looking forward to this holiday season, you'll most likely hear "Grandia II" or "Phantasy Star Online." There's no doubt about it, Skies of Arcadia is certainly the underdog in the small swarm of Japanese RPGs headed to our shores, but the reason for this is puzzling. Let's put it this way: Not only is this Sega's first in-house RPG since the last Panzer Dragoon game, Arcadia is headed up by freaking Reiko Kodama, a woman who's strongly responsible for the Phantasy Star series—arguably one of the greatest collections of RPGs ever. Well, except for the third one. But still...

Why the lack of insane enthusiasm then? It might have something to do with the fact the screenshots for Arcadia don't exactly showcase the game favorably against Grandia II, and it certainly lacks the heritage and online gameplay PSO offers. But then again, Sega was not trying to create a simply pretty game or an online adventure, instead they concentrated on crafting a deep and moving role-playing experience, something we must admit they succeeded in wonderfully (check out our Review section for more details).

With Arcadia, Sega returns to the roots of what makes an RPG great—the feelings of discovery and adventure. Developer Overworks went as far as creating the world map long before the story or characters were finalized, so they could "discover" each of the new lands as they worked on the storyline. Sure, it might sound a bit silly, but it was done to provide a very believable effect of true exploration.

## TEAM ANDROMEDA LIVES ON! WELL, SORT OF.

### The Six Degrees of Panzer Dragoon Saga

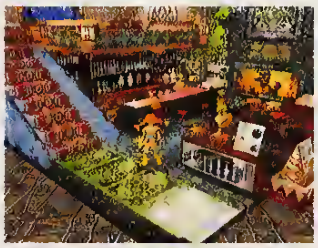
Yes, Panzer Dragoon developer Team Andromeda is gone. They have scattered to the winds that are the many Sega in-house teams, but their legacy lives on in games like Space Channel 5, Jet Grind Radio, Shenmue and Skies of Arcadia. And while we'll likely never see a Panzer Dragoon Saga 2, you'll be happy to hear Arcadia will give any PD fan more than a few nifty flashbacks.



Note the camera angle, background visuals and character graphics from Panzer Sagn.



Yowza! Looks similar, eh? Albeit crisper graphics with a bit more color.









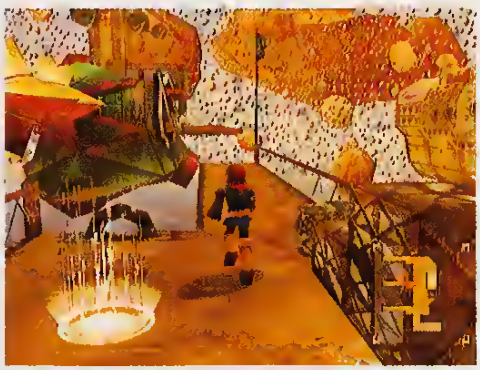

**The visuals in Skies of Arcadia may not be the best ever on the DC, but they certainly aren't' bad–check out the variety of locales you visit.**

Needless to say, the story line in Skies of Arcadia was the main focus in its development, and this tale features an outstanding cast of characters, tons of twists and turns, and just the right amount of humor—plus the translation is being handled by the talented team who localized Panzer Dragoon Saga.

The story is based around a world made up of floating islands and a noble sky pirate named Vyse, his childhood friend Aika, and a mysterious woman named Fina who they rescue during the mid-air robbery of a Valuan ship. You're soon off on an adventure that pits you against not only a powerful enemy nation, but also evil pirates, monsters found on newly discovered lands, a giant flying whale with a dark past, and a series of ancient weapons that once nearly tore the world apart. You'll visit a handful of incredibly well-designed towns, fight in tons of puzzle-laden dungeons, and search for hidden artifacts and treasure the world over. And while you will have to do things in a certain order, Skies of Arcadia allows you to travel across vast areas nearly whenever you want, giving the game a very non-linear feel—in stark contrast to Grandia II.

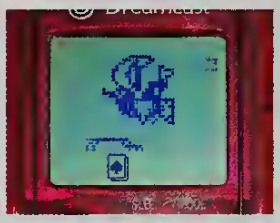
The good news is Sega is making sure the gameplay matches the caliber of the plot, infusing the battle system and spell upgrade feature with tons of strategy, and including a bunch of minigames and secret areas in many towns and other areas—giving RPG lovers incentive to explore everywhere they can.

In many ways Arcadia is the next Phantasy Star, and not just because of who's on the development staff—it's also selling horribly in Japan, a performance similar to Sega's original flagship RPG series. Of course, Phantasy Star made waves here, and Sega is certainly hoping Skies will follow suit. After playing it, so are we...



MINIGAME

## Pint(a) Sized

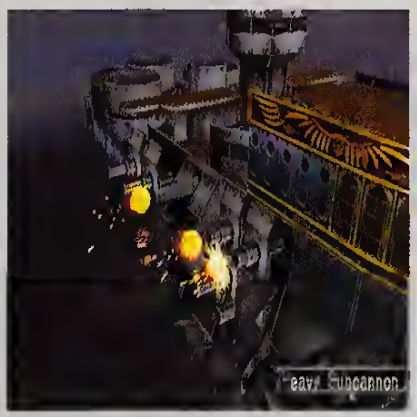


**Sure, looking at those 128-Bit graphics all day can wear out the strongest of us, so thankfully Sega has included a VMU-only minigame titled Pinta's Quest into Skies of Arcadia. This little adventure, in which you fly Pinta's small ship through different obstacles, is actually quite cool, plus you can level up this little dude by completing "quests" (such as dodging rocks) and the keen items you find can be used back in the Dreamcast game.**

SHIVER ME TIMBERS, AND LOAD THE CANNONS!

## Arrgh, You Sank Me Battleship!

**A change of pace from the more traditional RPG battles you'll face in Skies of Arcadia, the ship-to-ship confrontations are similar to rock-paper-scissors. Before each round of attacks, you choose which commands each of your characters will perform—like attack, heal or block—and then view the outcome before it all starts over again.**






**Pick what you'd like each character to do for this round. Each attack uses up spirit power, so keep a close eye on that bar on the top.**

# Speed Devils
## ONLINE RACING

Attention, sinners. The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return – plus 11 new cars, and 21 new ways to put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. SegaNet just got itself a red light district.








SEGANET

ONLINE MULTI-PLAYER

RP

Dreamcast™

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THE HIGHWAY TO HELL NOW ONLINE.
ROUTE
666

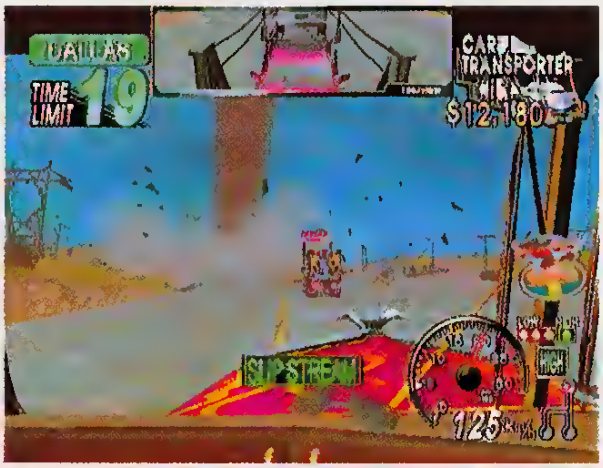
PREVIEW

# 18 Wheeler
# American Pro Trucker

| | |
|---|---|
| Publisher: | Sega of Japan |
| Developer: | AM2 |
| Players: | 1-2 |
| Genre: | Racing |
| % Done: | 100% |
| Release: | February |
| Also Try: | Crazy Taxi |
| Web Address: | www.sega.com |
| The Good: | Another unique driving game from Sega |
| The Bad: | Arcade roots give it a short shelf life |
| And The Ugly: | Kickin' up cow-pies! |




Bigger payloads mean extra weight, decreasing your rig's speed and making it harder to finish; but they also mean bigger rewards if you do.




Catching another rig's slipstream is a key element in coming out ahead at the goal-line. Use it well and use it often.

## SHOOTIN' GALLERY

### Mug Shots

A peek at the participants of 18 Wheeler APT.











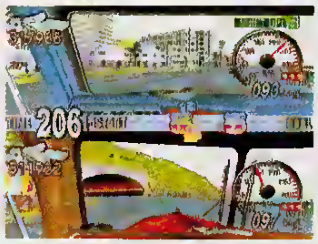
Have you ever wondered what it would be like to live life out on the open road, with no one to answer to except Mother Nature? Sure you have, and thanks to Yu Suzuki's famed AM2 crew now you can get your rig on without the need for tricky licenses, expensive vehicles, high insurance premiums, or a crash-course in "10-4" trucker lingo. ("Cousin, you got your ears on? I got a Kojak with a Kodak, come on back"—translation: "Greetings, friend. I see a police officer with a radar gun. Did you hear what I said?")

No, now you can have it all for less than 50 bucks, hotshot. Scheduled to come to the States early next spring, complete with head-to-head Internet play, 18 Wheeler American Pro Trucker is Sega's ode to the trucker's life. Featuring courses that take you from locations like New York to Key West (in the span of less than five minutes), your goal is to deliver cargo to your destination with as little damage as possible. Sounds straightforward, but every course has a rival you must contend with who is trying to beat you to the same destination point, and who will spare no effort in impeding your progress. Luckily there are "bonus cars" littering the highway, which you can ram to add precious seconds on the constantly ticking clock. There are also minigames in between levels that test your parking skills for premium items, such as a horn upgrade or stylin' fuzzy dice to hang from your rear-view mirror.




For added life, 18 Wheeler also features a series of driving challenges a la Crazy Taxi—perform well and you can unlock new drivers and trucks. And if you want to race a friend, there's a split-screen two-player mode. Points are the goal of these contests: While your opponent may come in ahead of you, if you've struck and comboed more bonus cars to get your final point total higher, you win. But what really has the potential to extend this arcade game's shelf life is the aforementioned Internet play. We haven't had a chance to try it yet (it's being added special for the U.S. version—how 'bout that?), but racin' all your buddies from Cleveland to Albuquerque sure sounds appealin'. Here's hoping for a lag-free experience.








# Mess with the best go down like the rest.






- *Three controllable characters, each with three abilities and weapons
- *Innovative combat system
- *Famous characters from the show
- *Fight against mythical terrifying monsters
- *12 fully 3D worlds to explore in ancient Greece

Animated Violence

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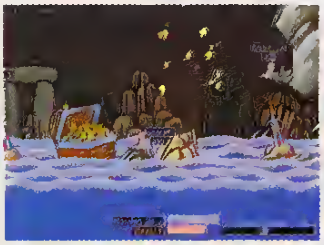



**GET YOUR SWORD ON**

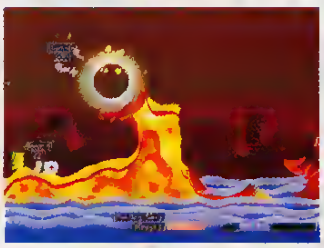
Modern-day razors *think* they offer a close shave, when in reality, they don't hold a candle to yesterday's skin-care equipment. For the latest in retro-modern cutlery, check out: http://www.imperialweapons.com/oriental/swords.html for the boo-ya in chin-scraping technology. You'll be glad you did.

## Worms World Party

At long last, **Titus** will bring out a console version of Worms that has online play this **winter**! Multiplayer fights are the bread-and-butter of Worms and finally console players will see what PC Worms fans have known all along—this game rocks over phone lines. There are other new features in this game of humor, physics and weird weapons, such as a Mission mode, a weapon encyclopedia and a nifty Time Attack mode.





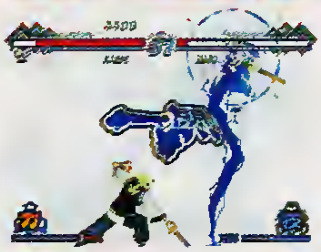


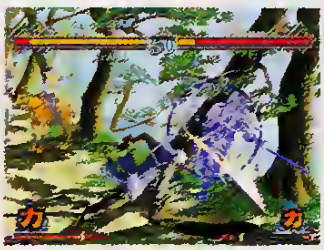


## Last Blade: Final Edition

Offering over 16 characters, and the rapid-fire, smoothly animated sword-slashing action the series is known for, Last Blade: Final Edition may indeed mark **SNK**'s final 2D foray on the Dreamcast (assuming King of Fighters 2000 never makes it over—cross your fingers). Check out all the modes: fighting, story, time attack and training, plus a demo viewer, art gallery and card collecting game. Yowza. It's **out now in Japan**.










## Resident Evil 3 Nemesis

This DC version of the PlayStation classic should be out **now**, but since we haven't gotten a final from **Capcom** yet we had to settle for this small preview. DC Nemesis looks like the PC version—same old models, backgrounds and textures, but at a higher resolution so they look crisp. Now all the costumes and the Mercenaries' minigame are unlocked from the start, plus a health display has been added for the VMU. Cool.













## Resident Evil 2

Yup, both RE2 and 3 are coming to the Dreamcast **this month**. What has **Capcom** included for part 2 besides the higher resolution? A gallery to view concept art, character and enemy models, and CG movies, plus the Arrange and Extreme Battle modes from the PlayStation Dual Shock edition. Best of all, the VMU displays not only your health status, but also how much ammo you have left in your weapon.












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PREVIEW GALLERY



**EL DORADO**

We know what you are thinking and no, El Dorado Gate does not take place in the city of El Dorado, Ark. It has nothing to do with it. There are no historic gun battle re-enactments every Saturday morning, and no one in the game will ask you to "squeal like a piggy!"

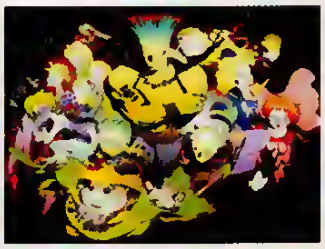
## El Dorado Gate, Volume 1

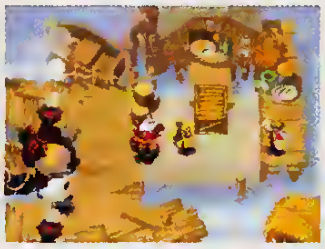
The first edition of **Capcom's** serial RPG (new volumes are due every other month) is **out now in Japan**. The graphics certainly have style: characters by Final Fantasy artist Yoshitaka Amano and nice, soft Saga Frontier 2-ish backgrounds, but the battles look rather dull. The elemental-based combat system is cool, though, and while the game may be short (about five hours or so), it's also quite cheap (about $26).











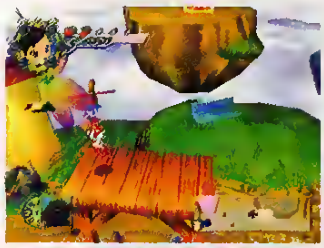


## Napple Tale

It's a game for little girls. Really. Napple Tale is **Sega's** first action RPG for the Dreamcast, and seems aimed at younger, female players. The gameplay isn't bad (like a simplified Klonoa), but thanks to both its target audience and average visuals, the chances of seeing Napple Tale here are just about nil (it's **out in Japan** but SOA has already passed on it), so your younger sister is plum out of luck.













## Surf Rocket Racers

Waverace 64 on Dreamcast. That's basically what **Crave's** new jet-ski racer is. This **December** DC owners will get a taste of what N64 owners were raving about years ago...well, almost. Right now SRR isn't looking or playing quite as well as Waverace. In fact, it's downright icky. The similarities in the two games are almost shameful, but Crave is out to emulate the success of Waverace, so more power to them.











# EVIL DEAD
## HAIL TO THE KING

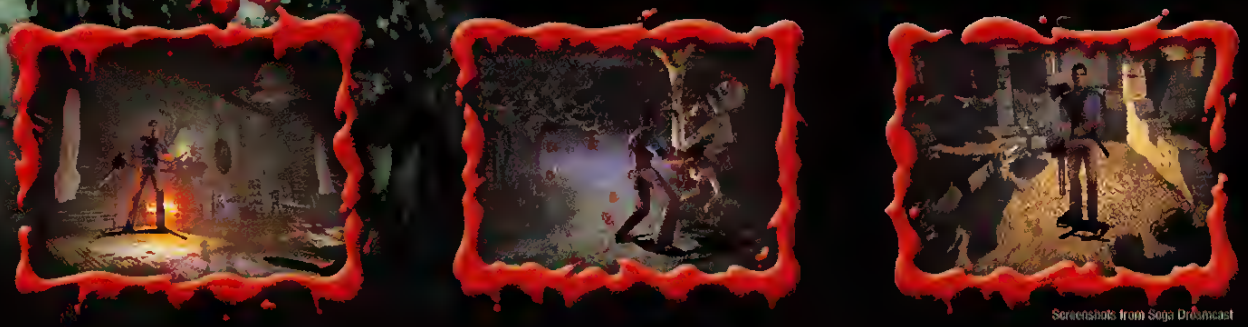
GROOVY

CHAINSAWS, BOOMSTICKS,
AND DEADITES, OH MY!

SLICE AND DICE THE UNDEAD
WITH A WEAPON IN EACH HAND.

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM
THE INFAMOUS CABIN TO ANCIENT DAMASCUS.

BEST OF ALL . . .
BRUCE CAMPBELL AS ASH!



Screenshots from Sega Dreamcast

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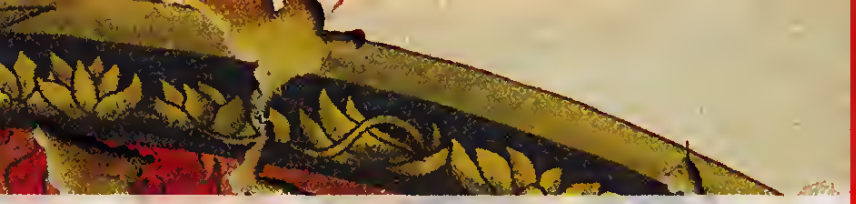
Dreamcast.

GA GAME ARTS

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"The level of detail paid to every single moment, circumstance and environment is overwhelming."
***Official Dreamcast Magazine***

"...undeniably the prettiest role-playing game ever to grace a console."
***www.dailyradar.com***

"...this will indeed be the first epic RPG on Dreamcast."
***www.ign.com***



"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."
***www.thegia.com***

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."
***Gamer's Republic Online***

"...set to give sub-par developers a lesson in how to do a DC RPG right."
***GameFan Magazine***

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."
***GamerWeb.com***

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."
***www.GA-Console.com***

*Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.*










GRANDIA II™

***Only on Dreamcast™***

designs by Katsumi Aizaki and Masashi Hazama. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc.




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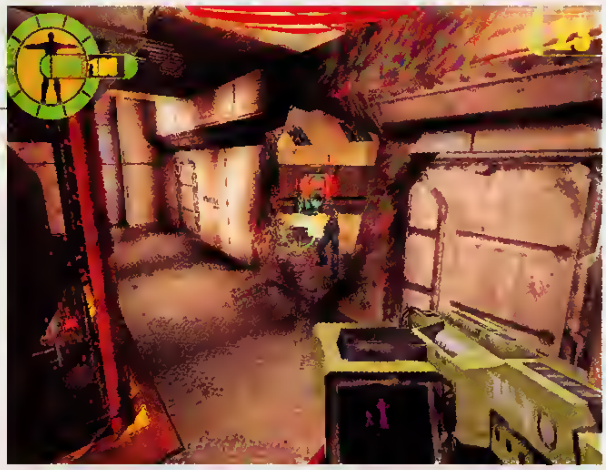
PS2

PREVIEW

# Red Faction

| | |
|---|---|
| Publisher: | THQ |
| Developer: | Volition |
| Players: | 1-2 |
| Genre: | First-person Shooter |
| % Done: | 40% |
| Release: | March |
| Also On: | PC |
| Web Address: | www.volition-inc.com<br>www.redfaction.com |
| The Good: | Blow apart levels on the fly |
| The Bad: | No larger multi-player modes planned |
| And The Ugly: | The tech after a long day of testing...poor guy |

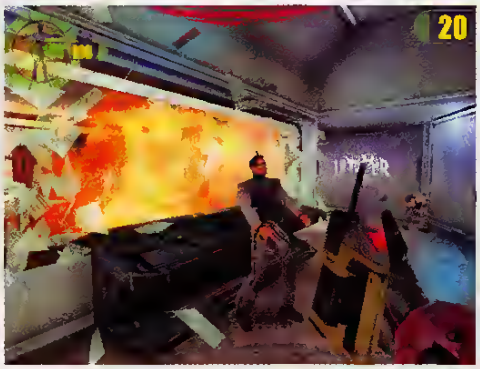




**Doors? We don't need no stinkin' doors! Use the heat sensor on your missile launcher to find the bad guys on the other side of those walls, then blow a hole through to say hello.**

Geo-mod system doesn't sound exciting. In fact, it sounds downright dull—like an option you'd hear "comes standard" on a car commercial. But what it represents makes Red Faction the most exciting thing to happen to first-person shooters since Quake took them online.

Sure some games use bullet holes or scorch marks to show damage, but the Geo-mod (short for Geometry Modification) system in Red Faction takes that idea and runs away with it: You can actually blow real holes in the walls, floors and ceilings. And this means more than just a nifty new layer of realism—it opens up whole new avenues of gameplay, as lead designer at Volition Alan Lawrance explains: "You can blow holes through walls to form escape routes or attack unsuspecting enemies. You can collapse structures to kill enemies that might otherwise be impossible to kill. You can destroy the cover enemies are hiding behind, cause bridges to collapse, or burrow yourself a nice spot to use for protection." We've seen it in action and it's indeed impressive (see sidebar on the next page).



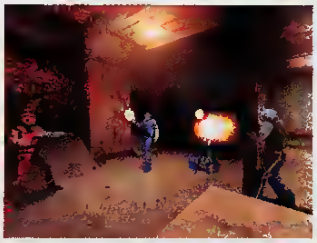
The other thing that makes Red Faction so exciting: the physics. You're probably thinking "Physics?! That boring crap I have to sit through in third period?" Yup, that stuff. Check out all the cool stuff that Red Faction's super-physics make possible: When you shoot a window, it shatters out from the bullet hole into tiny shards that realistically fall; when you blow up a window, or a wall—or a group of bad guys, for that matter—the debris flies away from the blast, just like in real life (careful, it can hurt you too); fans and the wind outdoors effect smoke and slow-moving projectiles (like tossed grenades, for example); bullets ricochet off of metal surfaces at the angles you'd expect them to; water and lava pour and pool like real liquids; it's all very kick ass.

But take away the Geo-mod and the fancy physics, and what would you be left with? Actually, Red Faction would still be shaping up as an excellent first-person shooter. Let's go down the shopping list for what makes any fps worth a damn:

Cool story line: check. You play Parker, a miner on







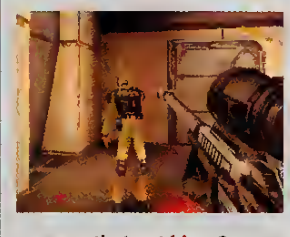
## ANIMATIONS

### Kill Tech-Niques

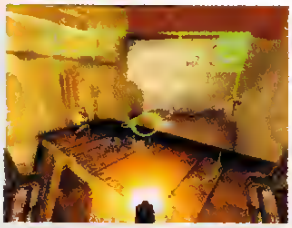
**Meet the technician, fix-it guy at the Ultor Mars facility and unofficial guinea pig for the boys at Volition. This poor bastard is the guy everyone uses to test out their new weapons and effects as they are developed. Here he demos Red Faction's location-based hit animations:**



**Ouch! Mr. Tech takes one in his left arm and recoils, but he's still on his feet...**



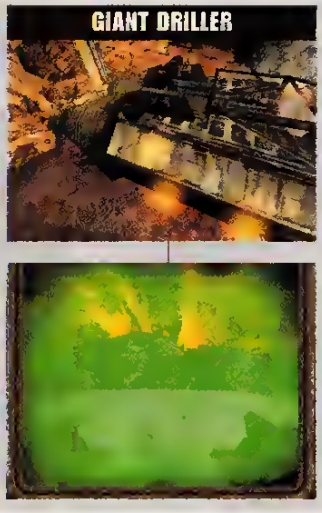
**...nope, that got him. One shot between the eyes drops him like a bag of hammers.**

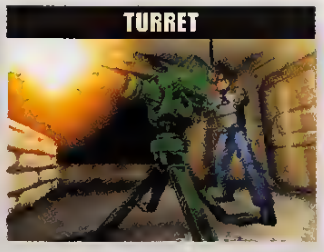


## DESCENT-DENT

Red Faction was actually originally designed as the latest sequel to Volition's fly-anywhere fps Descent. Sometimes (as in the fighter jet here) you can see the influence.




Check out this groovy sub, complete with torpedo launchers, and Giant Driller, which can burrow through rock and run over enemies without breaking a sweat. There'll be six vehicles you can pilot in Red Faction, plus bigger turret-mounted weapons. But be careful, bad guys like to use them too.

Mars and employee of the Ultor corporation. Horrible working conditions and a mysterious mutation-causing disease known as "the plague" have the workers ready to revolt. As a member of the underground resistance group Red Faction, your goal is to discover what's behind the plague and bring down Ultor. You'll travel through subterranean mine shafts, over the Martian surface—even up to satellites orbiting far above the giant red planet.

Scripted events a la Half-Life: check. And not only does stuff happen as you're playing in the levels to advance the plot, often times you can alter the course of the game by your actions. For example: At one point you might find a guard about to execute a fellow miner. If you don't intervene in time, he's dead meat, but if you do, he'll tell you the location of a weapon storeroom.

Cool weapons: check. The bread and butter of any fps, Red Faction will have 15 weapons, each (like Unreal Tournament) with two ways of firing them. Some look especially tasty, like the flamethrower: Shoot it normally to light your enemies aflame or turn off the pilot light, spray the liquid all over the hall, and ignite it when your friends walk in. Plus there's plenty of bigger weapons—machine guns and rocket turrets, as well as vehicles with mounted guns and other deadly goodies.

Multiplayer: check...sort of. A two-player split-screen game will be included, but four-player looks doubtful since, as Alan explains, "we don't want to dumb down the visuals to the point where it's playable for four." Still, being able to alter the levels of 8-10 multiplayer maps on the fly should provide enough strategic possibilities to keep you and a buddy busy for a long, long time.

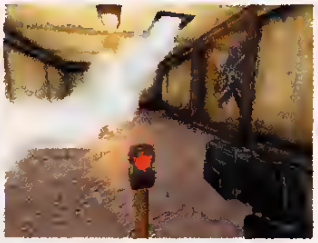
So while Red Faction looks like it will be an incredibly unique and innovative title, Volition knows it can't stop there. The guys behind the Descent games, who still play Unreal Tournament almost daily on the office network to blow off steam, know it's not buzzwords or innovation alone that make a game worth playing. "When it comes down to it, this is a game about action and killing guys," says Lawrance modestly, "we're just trying to make the killing fun." Maybe not exactly fit for congressional testimony, but that's the kind of stuff we like to hear.



Find a medic to get healed, shoot holes in pipes to hit the had guys with steam, Metal Gear 2-style, and check out the wind!







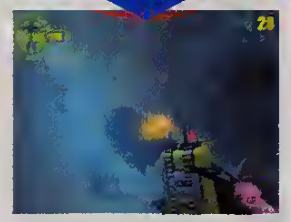
## GAMEPLAY

# My Way

"One of the goals (for Red Faction)," THQ Senior Producer Jim Boone told us, "is to have different ways of doing things. You can just bulldog your way through the levels, or, if you want, you can find more creative ways." Here's a couple examples of what he's talking about:

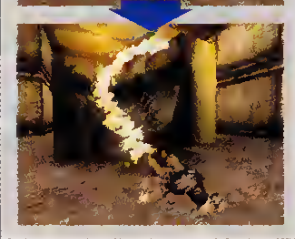
Sure you could try to take this heavily armored troop carrier head on, but how about destroying the bridge it's crossing with a few well-placed charges instead?





Why just shoot this guy when you could blast the column behind him, redirecting white-hot lava onto his twitching body?





PS2

PREVIEW



## REAL PLANES, NO COMBAT

Sky Odyssey features real planes used in World War II combat like the Swordfish Mk. 1 (shown at left), Pulse Jet "Test Type," Bf-109 and the Me-262. Planes don't have artillery, but you can give them spiffy nicknames and put an emblem on the side.

# Sky Odyssey

| | |
|---|---|
| Publisher: | Activision |
| Developer: | Cross |
| Players: | 1 |
| Genre: | Flying |
| % Done: | 100% |
| Release: | Available Now |
| Also Try: | Pilotwings 64 |
| Web Address: | www.activision.com |
| The Good: | Nothing could be better than flying peacefully through the air, doing loops |
| The Bad: | Stalling right before reaching a checkpoint ring (damn!) |
| And The Ugly: | The splat you leave on the wall when you crash |



With a hole in your gas tank, the only way to make it to your destination is to doch with a refueling train.



In Target Mode, you have to blast through colored and numbered targets (in order). In harder stages, they're moving.

If you look at this and think, "Pilotwings," you're only half right. Yeah, Sky Odyssey has the "fly through the rings " levels, but it also has a whole slew of unique and varied missions of its own.

In this new flight game from Activision, you travel between three islands, uncovering pieces of a lost map as you go. Each area requires you to complete specific objectives before landing on the other side. They get quite creative, too, including landing on an aircraft carrier in inclement weather, saving an out-of-control hot-air balloon from certain doom, rendezvousing with a refueling plane over the ocean and dumping fuel to cross a mountain pass. Of course, there'll be things to get in your way like falling boulders, geysers, water wheels and lava.

Each mission also must be completed within a time limit, and you're given a grade based on your ending score. If you consider yourself an acrobat, try some fancy flyin' for extra points. Two controller configurations make it easy for both flight sim fans and novices to enjoy.

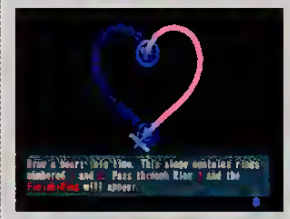
Target, Sky Canvas and Free Flight modes round out the action, plus a handy training mode. Your ultimate goal is to make your way around the three islands, eventually reaching Eden—a place where planes are free to frolic, away from the hustle and bustle of runways and control towers.

Now that you know what it's all about, see what the Review Crew thought of Sky Odyssey in PS2 reviews this issue.

## SSSMMMOOOKIN'!

### Writers in the Sky





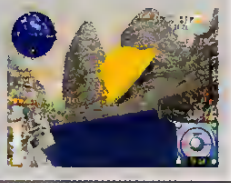
In Odyssey's Sky Canvas mode, you practice your aerobatics while drawing pictures—connect-the-dot style—in the sky. Stages range from simple circles, squares and pentagons to more difficult artwork, like a smiley face, heart, clock and the word "GOOD!" It's tougher than it looks, but if you get all gold medals you unlock the Auto Gyro. Afterward, a Free mode lets you draw your own designs.



### Space Oddity

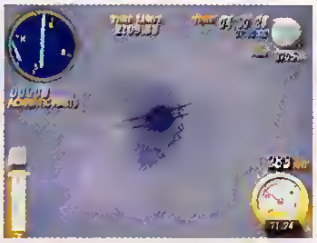
Competing different modes unlocks new aircraft (like this UFO from Target mode). This baby takes off like a bat outta hell and makes tight turns, but is hard to see around.














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PS2

PREVIEW GALLERY

## The Getaway

Developed by **SCEE's SoHo Studio** in north London, The Getaway is certainly shaping up to be something that's both an impressive display of the PS2's abilities and a contentious subject for online journalists. The screens we have here certainly *are* gameplay. They're not touched up—this really is what it looks like. When the game is released by **SCEA** in the middle of next year we're assured it will look even better.



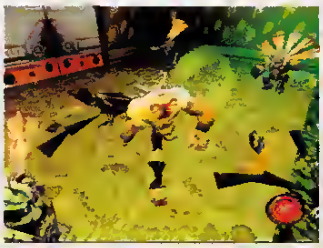


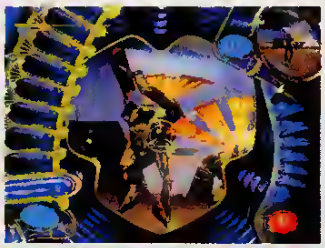


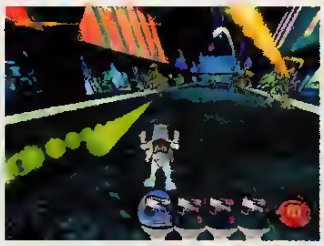


## MDK2 Armageddon

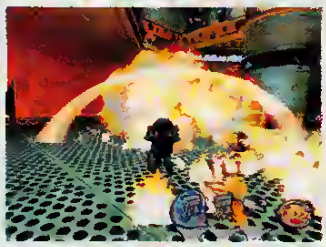
MDK2 is heading from the DC to the PS2 this **winter** thanks to **Interplay**, and offers a few new features to justify the name extension. While the subtitle Armageddon might bring images of heavily upgraded graphics or original levels, all this "new" version offers is in-game hints to help you pass tough spots, adjustable difficulty, and more control options than the DC release. That's OK, we liked it enough as is anyway.

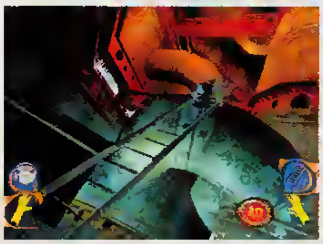


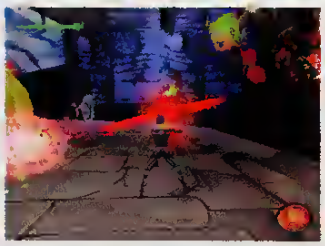












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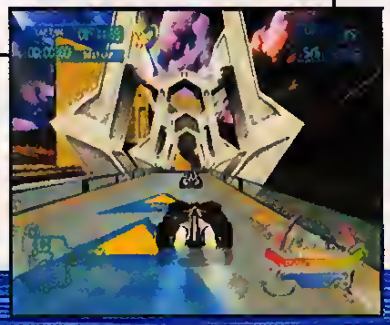

ONLINE
MULTI-PLAYER
SEGANET
The Hot Rods Of
POD
SPEEDZONE
THE SEACAT

# ONLINE RACING THAT'S JUST A LITTLE MORE THAN YOU CAN HANDLE.

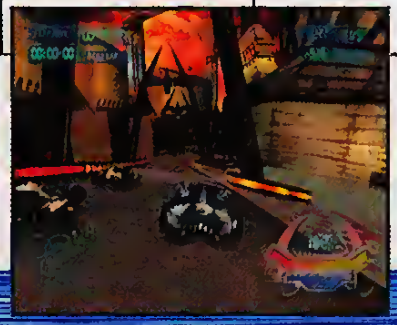
Now that you can challenge anyone to a race online - anytime, anywhere in the country - knowing your cars can separate the small town punk from the primetime player. Take the Seacat. Nice car. Its power around the corners just might help you muscle through Pod's six mercilessly interactive, multi-layered tracks. But don't take our word for it. Get in there yourself. Because right now you've got nothing, podboy, and everyone in the online circuit is laughing in your single-player face.

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|---|---|---|---|---|---|---|
| | | SIGN-UP FOR SEGANET | GET MY 50 FREE HOURS ONLINE! | RACE K-2 BEST LAP 2:32 | RACE OFFLINE w/ BEST LAP 4. | 3 RACE OFFLINE w/JAY BEST LAP 1:10 |
| 4 RACE OFFLINE | 5 HUGE ONLINE MATCH | 6 | 7 RACE OFFLINE w/ MARC | 8 RACE VOLCANO BEST LAP 1:24 | 9 | 10 |
| 11 | 12 RACE ODD ROCK BEST LAP 5:20 | 13 | 14 ONLINE MATCH BEST LAP 3:21 | 15 | 16 RACE ALL DAY —CALL IN SICK | 17 ONLINE MATCH |
| 18 | 19 | 20 | 21 | 22 | 2 | 4 |

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Ubi Soft

# Test Drive Off-Road: Wide Open

**Infogrames** and **Angel Studios** are bringing the Test Drive series to the dirt-trails of the PS2. Using the Smuggler's Run engine, the wide-open environments of SR will make their way into this "go anywhere" racer, along with 16 licensed vehicles (Jeep, Dodge, Humvee, etc.) and 30 dirt-eatin' tracks. Players will be able to go all over the place in Utah, Yosemite and Hawaii. TDORWO will be available next **summer.**








# Championship MX 2002 Featuring Ricky Carmichael

The **THQ** game with the longest title on earth is on target for a **summer 2001** release. Developer **Pacific Coast Power and Light Company** (geesh, another long one) is hard at work—you might recall their previous effort, Road Rash for the N64, a so-so offering at best: Let's hope this one turns out better). Unfortunately, we haven't had a hands-on test but judging by these stats, it's fairly deep—28 pro riders, 20 motocross, supercross and freestyle events (12 licensed and eight fantasy) plus 16 customizable bikes. The multiplayer modes (six total) sound cool too. They include target jumping, stunt showdown and challenge race.

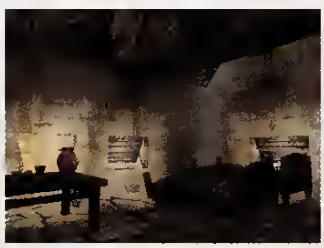






# King's Field IV

By now this series should be pretty familiar to everyone—it had three chapters on the PS. The fourth edition of **From Software's** first-person RPG series is due this **March in Japan**, and it looks like more than just the graphics will be realistic: From Software has added a few new features, a non-linear story, the ability to move while defending, and a weight limit on the amount of equipment you can carry are all planned.


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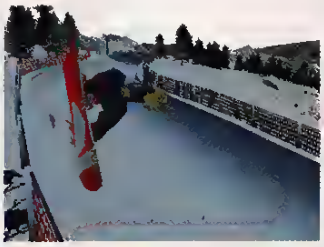
PS2

PREVIEW GALLERY

**THE GAME-NAME GAME**

Core tossed around several potential names for Herdy Gerdy, including "The Last Acorn," before settling on the final, oddball title. "Either you love the name or you hate the name," Core's Adrian Smith told us. "The folks in our American office hate the name, but it's our game, so nya-nya."

## Cool Boarders Code Alien









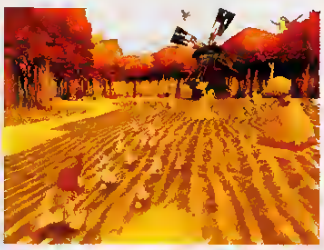


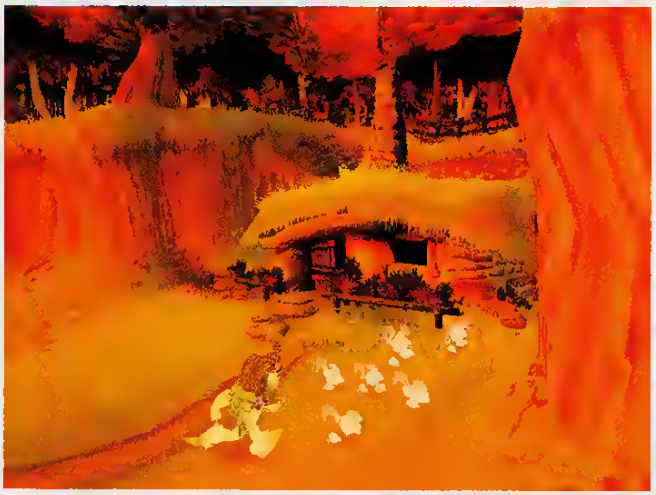


Why in the world the word alien is in the same title as Cool Boarders is beyond us, but if that's what **UEP Systems** wants to call it, so be it. Yaggi and Inn, two characters from the second CB, return along with the same blend of racing and tricks the series is known for. Several licensed snow- boards are available for use in "Board Parks" (that exist solely for you to do tricks), half-pipes, and indoor and outdoor tracks. The Japanese version of the game, due in **December**, features some licensed bands, but we're not sure which ones will stay or be added for the domestic version just yet. As we get closer to Cool Boarder's U.S. release this **spring**, we'll let you know. One thing's for sure—the competition in this genre is a whole lot tougher now that SSX is out.

## Herdy Gerdy







The guys at **Core Design** have been working on this genre-defying adventure/puzzle/herding game for, well...longer than they care to admit. In fact, Herdy Gerdy—due in **March**—was originally conceived as a Nintendo 64 project, until Core showed the concept to Sony a few years ago. "They were like, 'How about doing this on PlayStation 2?'" Core Design's Adrian Smith told us. "We said, 'How about giving us a dev kit and we will.'" Sony, apparently, was excited by Herdy Gerdy's novel gameplay, which has you—as a shepherd named Gerdy—herding critters who frolic in a wild kingdom of oddball animals. All the beasts interact with Gerdy and each other in a variety of ways. The game has a food chain, for instance, so if you use the bell power-up to attract the tiny animals you need to herd, you'll also attract the bigger beasts who dine on those animals. It makes for a complex ecosystem kinda like the one promised in the now Xbox-only Oddworld: Munch's Oddysee. "If Gerdy runs through a group of cows and they scatter," Smith said, "they might scatter a group of animals you need to herd and make your job harder. It's like dropping a stone into a pool and watching the ripples go out."

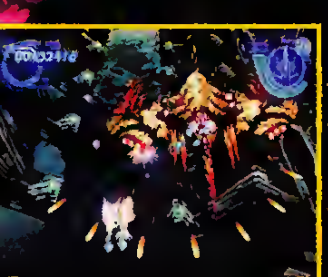
So, long story short, Core got one of the very first PS2 dev kits, and Herdy Gerdy is one of the first games built to take advantage of the hardware. "People who complain about PS2 and say it doesn't have enough memory should come work on Gerdy," Smith said, "because 90 percent of the textures seen in the world are specifically drawn for that area, so you don't see a patch of grass again and again." This mountain of texture data has forced Core to ship Herdy Gerdy on DVD instead of CD. "It's the closest we've seen so far to a Disney movie," Smith said.

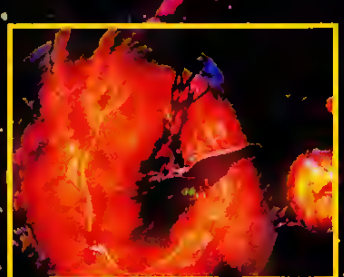
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## Kurikuri Mix

It's about time we had a cutesy game for the PS2 to prove not everyone (including **From Software**) is taking the big bad black system too seriously. Kurikuri Mix might just be the next big puzzle game, with 40 levels, bosses and lots of sweet, sweet eye candy. The story charges two rabbit-like protagonists to recover a run-away moon (man, if that idea hasn't been done to death...). It's due out in **December**.

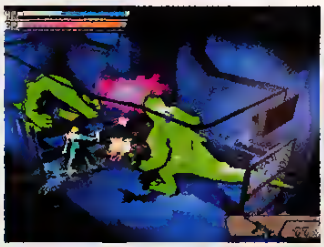


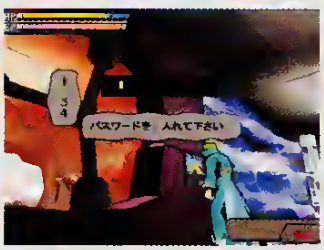





## DNA

Check out the art style on this one! With the look and feel of a comic book brought to life, DNA is shaping up like Metal Gear Solid with a bio-engineering twist. You can equip several bionic chips with different abilities to alter your skills as you battle through seven stages to regain your memory and identity. **Hudson** mixes action, shooting and puzzles into one big cel-shaded mix this **winter**.

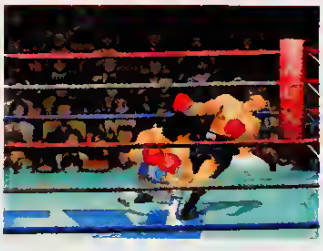
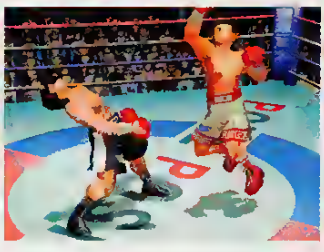





## Hajime No Ippo

This new boxing game (based on an anime of the same name) is due **December** from **ESP**. The story revolves around a young man named Ippo who's dreamt of becoming a great boxer ever since he saw Tyson fight (seriously). Each of the PS2's four buttons correspond to punches—two jabs and two hooks (one right and one left), plus shoulder buttons for uppercuts and dodge and swing with the analog stick.



## Dog of Bay

Sure, Dog of Bay has a strange name, and the pictures don't exactly convey a normal-looking game...OK, we admit it. This game looks goofy as hell. **Tam Soft** (Toshinden) has gone off the deep end or something. You see, each of the human/dog/late '80s rockers you can control have a distinct personality, and during your "push the buttons to match the music beat" adventure, you'll learn about the trials and tribulations that make up each of these dog's lives. It's like the theatrical play *Cats*, but with dogs. We think. Anyway, the gameplay is linked to the four circles that surround the heart on the bottom of the screen, each of them represent a button on the PS2's controller, and you have to hit them with perfect timing as bubbles from the side of the screen float in front of them. Bet you just can't wait until **December**.





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ESRB T TEEN
Mild Animated Violence
Mild Language
Suggestive Themes






PlayStation

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Avoid the Boxing Gloves



Peck 'Em with Woody Woodpecker's Beak



Zap 'Em with Space Mouse's Raygun




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PREVIEW

# Lunar 2: Eternal Blue Complete

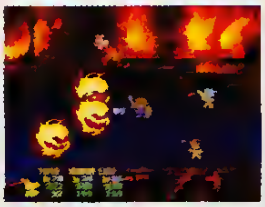
| | |
|---|---|
| Publisher: | Working Designs |
| Developer: | Game Arts |
| Players: | 1 |
| Genre: | RPG |
| % Done: | 95% |
| Release: | December |
| Also On: | Sega CD |
| Web Address: | www.workingdesigns.com |
| The Good: | Awesome story and animated sequences |
| The Bad: | Dated graphics |
| And The Ugly: | Borgan naked |

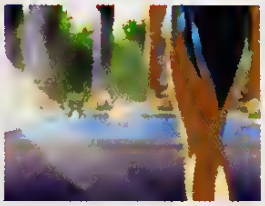












**By now everyone should know the drill. The story in Lunar 2: Eternal Blue Complete plays out through a mixture of animated cutscenes, humorous dialogue and more than enough battles. While the love story is more subtle in this new revised version, Lucia (left) is definitely more apt to showing off all her "parts" to Hiro early on.**

## FREE SWAG

### Pack-ins

**Just like the last game in the series, the 2 lb. Lunar 2 package comes with a ridiculous amount of cool extras, including: a sound-track, a making-of disc, Lucia's gold pendant, 1/16th character standees, a map and hard-bound instruction booklet. Plus a cool Ghaleon puppet if you preorder.**








In RPG circles the term "sequel" is used very loosely. Many times the only real link between two games in a series is the title and a few obscure references thrown in here and there. Often they take place on different worlds (we assume) and feature characters and plots that have little, if anything, to do with previous installments.

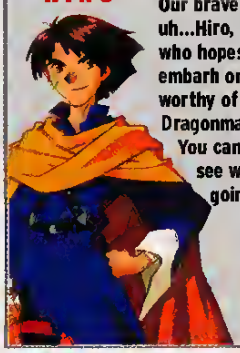
That's part of what makes Lunar 2 so enticing: Unlike so many other RPG sequels, Eternal Blue doesn't let the rich history created by the original game go to waste. Although it takes place 1,000 years later, Alex, Nall and friends have not been forgotten. As you travel the new land of Lunar you'll notice some familiar landmarks, come across the same towns, and even meet up with some descendants of the original heroes. Visit Ramus' shop in Meribia or the Ausa family in the Vane mansion. Go west of the fallen magic city to find Taben's Peak, which is really the overgrown ruins of the Grindery (get it? Taben being the original designer of the Grindery and all). There are even guest appearances by some of the more magical characters from Silver Star Story, but we won't give that away here.

Based on how hunky-dory everything was at the end of Silver Star Story, you'd think Lunar would be a great place to live, right? Not quite. It seems the goddess' chosen (a cult that rules through fear) are running amok. The four heroes of the goddess seem odd, following orders that are far too evil to have been issued by Althena. It's in this world of turmoil that Hiro begins his quest. Just like the last game, our hero runs across other troubled souls who join his cause for reasons of their own.

Of course, all of this is being brought to U.S. audiences by Working Designs, who've long been known for their ability to tell a great story through good writing and above-average voice acting. Lunar 2 is no different. Actually, in keeping with the developer's original vision of a more grown-up Lunar game, their translation features less playground humor than their localization of the Sega CD original (something we're sure will please more than a few of the RPG fans who are so vocal about "pure" scripts

## MEET THE CAST

**HIRO**



**Our brave hero, named, uh...Hiro, is a young man who hopes to one day embarh on an adventure worthy of his idol: Dragonmaster Alex. You can probably see where this is going, right?**

**RUBY**



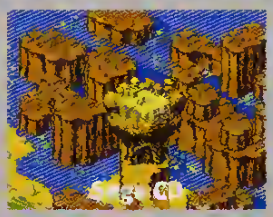
**This wisecraching little "tlying cat" doesn't pull any punches. Sound familiar? She's got an unhealthy crush on Hiro, who she's been with since betore either ot them can remember.**

**LUCIA**



**The mysterious visitor trom the Blue Star, some believe Lucia has been sent to destroy Lunar. She insists that's not the case. Not surprisingly, Hiro believes her.**

## APPLES TO ORANGES







# A Tale of Two CDs







**Submitted for your approval: a couple Sega CD Lunar 2 shots and their PlayStation counterparts. You'll notice a drastic difference between the cinemas, but even the overworld graphics have a much more organic look. Yeah, we're sure you're shocked.**










**One of the improvements in Lunar 2 is a color-coded damage indicator. Red means you're likely to do little damage, yellow is neutral and green means you're gonna lay a hurtin' on whatever you hit.**

in their games).

So what's the point? No matter how you slice it, this is simply a remake of an old Sega CD game, right? Well, sort of. Lunar 2 definitely hasn't undergone as many changes as the prequel did, simply because the Sega CD version of Lunar 2 was so much longer and more involved than the original Sega CD Silver Star. However, that's not to say things haven't been enhanced. In the original Sega CD Eternal Blue, sometimes you were left a little confused, positive that you'd just witnessed some important link between the first game and the second, but unsure as to what it was. With this remake, Game Arts made the connections between the two games much more obvious, mostly thanks to high-quality video sequences (some as long as seven minutes!) featuring that great art style from the last game.

With the success of Silver Star Story Complete on the PS and the current level of preorders on Eternal Blue, Working Designs is predicting this title will be their best-selling piece of software to date. Not only that, but the projected U.S. sales are more than all three Japanese versions (Sega CD, Saturn and PlayStation) combined! Personally we could care less about sales numbers—that is, as long as it's enough to guarantee a part three to this fantastic series somewhere down the road.

## GIRLS ON FILM

# Bromides

**The Bromides (high-res pictures of the characters you can find hidden throughout the game) are back! This time collect pics of your female party members, girls from the previous game and even some images of the guys in Lunar 2 ('cause hey, nobody wants to be labeled sexist or anything). Take a gander at a few examples below:**



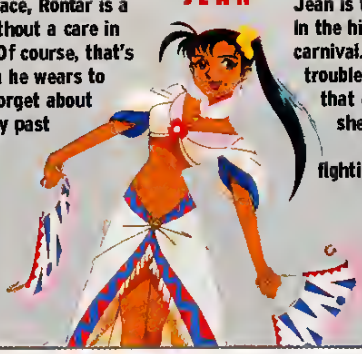






**RONFAR**

**On the surface, Rontar is a gambler without a care in the world. Of course, that's just a mask he wears to help him forget about his shady past and lost love.**



**JEAN**

**Jean is the best dancer in the history of the carnival. A girl with a troubled past (heard that one before?), she tries hard to suppress her fighting ability.**

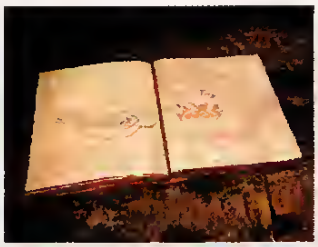


**LEMINA**

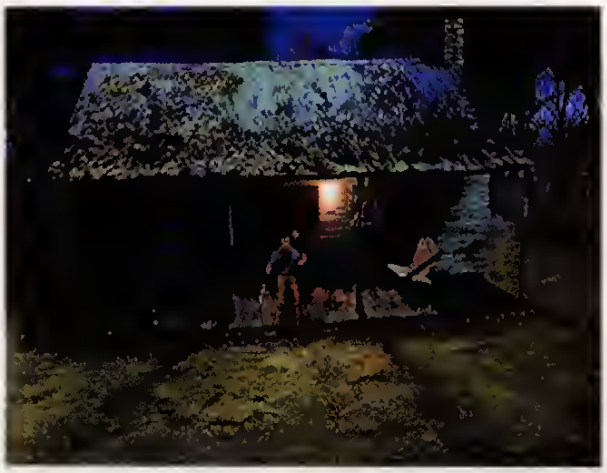
**Lemina is a descendant of Mia and the Junior Premier of Vane. She seems more interested in money than anything else.**

# Evil Dead: Hail to the King

| | |
|---|---|
| Publisher: | THQ |
| Developer: | Heavy Iron Studios |
| Players: | 1 |
| Genre: | Survival Horror |
| % Done: | 75% |
| Release: | Winter |
| Also On: | Dreamcast |
| Web Address: | www.thq.com |
| The Good: | Bruce! |
| The Bad: | Fallen enemies constantly regenerate |
| And The Ugly: | The bloody mess left by Ash spinning deadites 'round on his chainsaw |



The game opens up with a cinema recounting the events chronicled in the film trilogy. It all starts with the discovery of an ancient text....



Your adventure begins in familiar surroundings. Beware the things that go bump in the woods.

## GAME STORY

### Evil Dead 4?

**This game has been produced with the blessing of director Sam Raimi, and stands as an official chapter in the *Evil Dead* time line. Slick character-generated cinemas pop up throughout the game, providing fans with the first new "footage" of Ash to surface since 1993.**





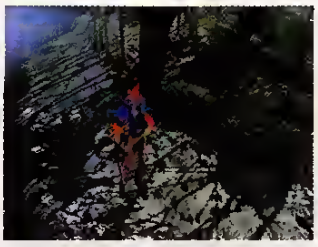


Ah, the Evil Dead Trilogy. Few films in the horror genre are as quoted, imitated or revered. Fans of the franchise have been begging for a new installment since Army of Darkness hit theaters in 1993, to no avail. At this point, fellow splatter buffs, it seems that we will never bear witness to a fourth film. But fear not... Heavy Iron Studios has made certain that we have not seen the last of Ash, the series' knucklehead warrior. This brand-new interactive chapter brings him back to the malevolent woods that set the stage for *Evil Dead 1* and *2*. Wanting to determine if the experiences chronicled in the films were real or elaborate dreams, Ash and his girlfriend drive to a familiar forest cabin. Once there, a sinister specter abducts our hero's gal, forcing him to load his shotgun, fuel his chain saw, and kick some ass.

Then, midway through the game, a second act begins, sending our hero back through time. Just as in Army of Darkness, Ash enlists the aid of medieval clansmen to continue his quest. The hero's interactions with these ancient citizens makes for some hilarious dialogue, reflecting the third film's comic tone. A new series of conflicts arise: Will Ash reclaim his girlfriend from an evil incarnation of himself? Can a spinach-chinned scribe help our hero return home? Is Ash's jalopy capable of starting up after travelling through time and surviving a crash landing?

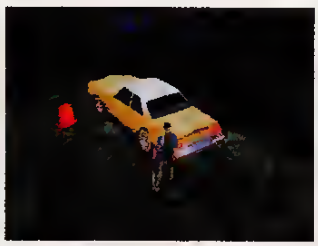
Hail to the King uses the Resident Evil series as a template for presentation and control—if you have battled through any of Capcom's survival horror adventures, navigating Evil Dead should be second nature. Ash rotates on a fixed axis (no matter what direction you face, pressing up always moves your character forward). You can run by holding down a shoulder button and the backgrounds are prerendered. Axes, firearms and various saw blades are on hand to slice, smash and blast through phantoms that stand in your way. If an undead goon gets too close to Ash's chainsaw, it'll get impaled on the blade and spun around like a pinwheel. You'll want to dole out your vengeance selectively, though: Ammo is quite limited. And be choosy about what you hold and what you leave behind: Ash can't carry his entire inventory at one time, and anything that can't be held must be stored in a wooden chest. Getting caught without a key item or enough ammo

*Cont. on page 134*



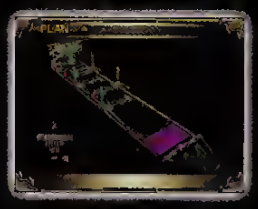
**Dark, foreboding backdrops give the game the feel of a top-flight horror film. This is definitely a game best played with all the lights turned off.**



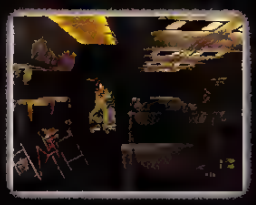




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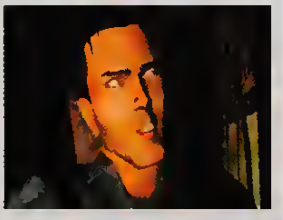
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## "DEAD" HEADS

The Evil Dead Trilogy has secured a legion of fans throughout the world. Check out the EVIL DEAD Web ring at http://nav.webring.org/hub?ring=evil_dead&list

## GROOVY TAUNTS

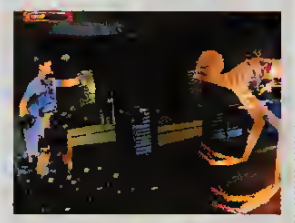
### What's My Line?



Ash's penchant for sarcastic one-liners has made him a fan favorite. Heavy Iron Studios has worked this element of the film into their game by implementing a "taunt" command. Hit the triangle button at any time during play, and Bruce Campbell will blurt out one of Ash's many put-downs. Are all men from our time loud-mouthed braggarts? Nope. Just Ash, baby. Just Ash.



"Come get some."



"Good? Bad? I'm the guy with the gun."



"Oh! You little..."







**About midway through the game, Ash is transported to medieval times. Those who regard *Army of Darkness* as the best film in the trilogy will take delight in messing with the townsfolk. "Primitive screwheads" indeed.**

is a very real danger. Sound familiar?

The prerendered backgrounds are dark and atmospheric, invoking a mood that Sam Raimi himself would be proud of. Interiors are lovingly detailed to match the film sets to a tee—pop in the DVD of *Evil Dead 2*, compare, and come away astonished. Exterior environmental effects bring the settings to life: Trees sway subtly in the wind, day turns to night, and fire gives an orange hue to surrounding foliage.

It's clear the developers are die-hard fans of director Sam Raimi's work—they really tried to re-create both the horror and the humor of the feature films. Take the inclusion of a "taunt" button, which allows Ash to break out with some of his legendary one-liners. Thought it was cool to hear Duke Nukem shamelessly quote *Evil Dead*'s famed protagonist? Imagine getting to hear the words come from the man himself: Bruce Campbell. The actor provides Hail to the King with all of Ash's witty verbiage.

Hail to the King puts its audio to work in other areas as well. Ever gone to a horror movie and seen audience members cover their eyes before something creepy is going to happen? Audio cues can often do more to keep viewers on the edge of their seat than any amount of explicit gore can. The Resident Evil and Dino Crisis games are proof positive of that. If the pouncing chord that accompanied the mass of outstretched zombie arms in Resident Evil 2 made you jump, just wait 'til you hear the demons in Hail to the King giggling like children. Creaking doors, crackling campfires and howling winds make this game a great one to play in a room with a stereo surround setup.

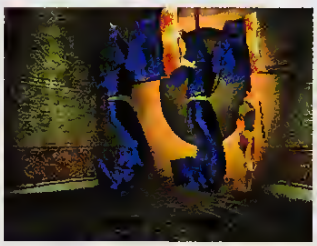
It all sounds good so far...so what, then, could keep this from being a "must-own" title? For starters, the characters in this preview could use some work in the animation and texture departments. The control scheme can also be quite frustrating when you're being charged from all sides by regenerating enemies. And hopefully, the instant 180° turn—now a survival horror staple—will be added.

All in all Heavy Iron Studios seems to have a firm grasp on what has made the film series a cult favorite, and they've gone to great lengths to bring it home to the consoles. Now it's all up to those crucial final weeks of polish.



**The bizarre stop-motion demons of the films are faithfully re-created here. These mischievous specters will chase Ash from screen to screen, stopping only when some buckshot knocks them back to the ethereal plane. Heavy Iron Studios has created some original nasties as well.**







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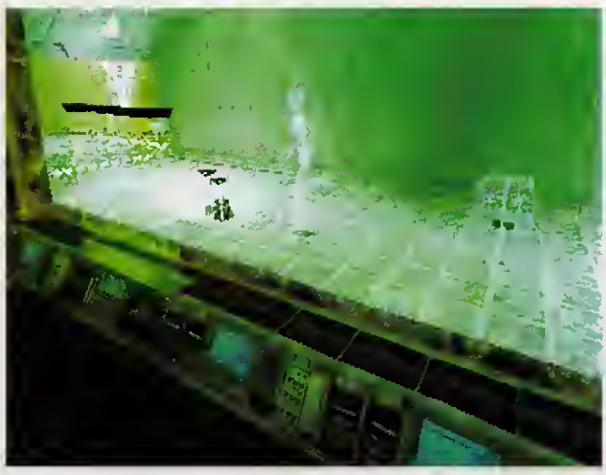
PREVIEW

# Tomb Raider Chronicles

| | |
|---|---|
| Publisher: | Eidos |
| Developer: | Core Design |
| Players: | 1 |
| Genre: | Adventure |
| % Done: | 85% |
| Release: | December |
| Also On: | Dreamcast |
| Web Address: | www.eidos.com |
| The Good: | Core's going for lots of variety and originality |
| The Bad: | Yet another Tomb Raider game |
| And The Ugly: | We wish Eidos would just take this to PS2 already |



The sniper scope is more useful in the new game. Sometimes Lara will even have to shoot the locks off doors to proceed.



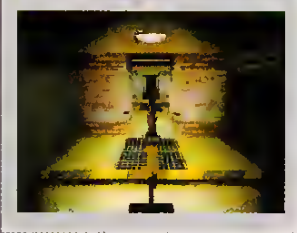
*Total Recall*, anyone? It looks like Arnie's sci-fi hit left a lasting impression on Core Design.

## BODY MOVIN'

### New Moves

The lovely Ms. Croft is sporting a few new moves this time out. Now when she sees a set of shelves, she can actually rummage through them to find ammo and medipacks. Lara's also now apparently an accomplished tightrope walker. Walk up to any rope and hit the action button—Lara puts an arm to each side and ventures out. If she starts to sway in one direction, just push the opposite way to maintain balance. It's nice to know that whenever this archaeology gig finally wears thin, she'll be able to find work in the circus.





What's that you say? You thought Tomb Raider: The Last Revelation was supposed to be the final time you'd see Lara's face on the PS one? Silly rabbit. Haven't you noticed Eidos says that every time a Tomb Raider game goes on sale? Surprise! Lara's back for one final—really final—PlayStation adventure. Really. One last one. We promise.

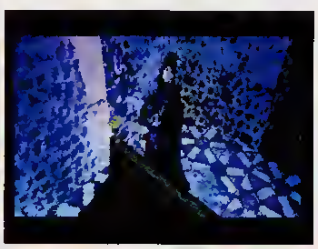
If it makes you feel any better, this isn't exactly a sequel. Chronicles takes place at a memorial service for Lara (that's right, she's dead. Check out the sidebar on the next page). On a cold, gray afternoon at the Croft estate her closest friends gather to recount some of her more exciting adventures. So basically the entire game is made up of four elaborate flashbacks in locations like the Ruins of Rome, a German U-Boat and a high-tech high-rise. Oh, and "young Lara" makes a return appearance (pedophiles rejoice!).

You have to admit the story is pretty original, and Core is adamant that the rest of the game will please Tomb fans as well. "Without a doubt, this is the best game in the series so far," says director of development Adrian Smith, "It enhances what we've done in the past—it's the consolidation of everything we've done before. It adds a little bit of backstory to Lara, and it actually ties up the loose ends for us so we can start Tomb Raider the Next Generation." What he means is that most of Chronicles plays like different games in the series' past: In the Roman Ruins, Lara's exploits are a lot like the original game: a decent balance of action and puzzle solving. The German U-Boat resembles Tomb Raider III in that Lara has to rely on her guns more than her wits. Finally, young Lara returns from Tomb IV—once again without any weapons—to trap ghostly antagonists in a spooky setting.

So is this just a bunch of bits from all the old games rolled into one and slapped with a new price tag? Not quite. The real reason Eidos thinks it's worth your time to play through yet another Tomb Raider is the totally new high-rise setting. Probably the most original thing to be seen in a Tomb Raider title since the first game was released, the whole point is stealth (think Metal Gear Solid meets Perfect Dark). Rather than shooting guards and other ne'er-do-wells, Lara has the option to sneak up behind them and knock them out with chloroform. The enemy AI has been adapted to this new play mechanic as well. "Baddies are triggered by sound now. If you run through the level with guns a blazing, it's going to make the level four times as hard as if you sneak around and take baddies out selectively." says Smith. Better watch out for traps, too. They include

*Cont. on page 140*





Talk about a star-studded cast. Death himself appears in young Lara's Halloween-inspired levels.

"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"
PSM Magazine, July 2000

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"
Incite, July 2000

"...AN ALL-OUT BETTER WHEELMAN EXPERIENCE"
Gamespot, August 2000



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THERE'S SOMETHING GOING DOWN ON THE STREETS. AN INTERNATIONAE MOB WAR HAS ERUPTED, SPILLING BLOOD ACROSS TWO CONTINENTS IN A HAIL OF BULLETS. BUT IT'S JUST ANOTHER DAY AT THE OFFICE FOR ONE COP. ONE COP WITH ONE NAME. DRIVER 2 STARRING TANNER.

PlayStation

REFLECTIONS

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TEEN
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CONTENT RATED BY ESRB

INFOGRAMES

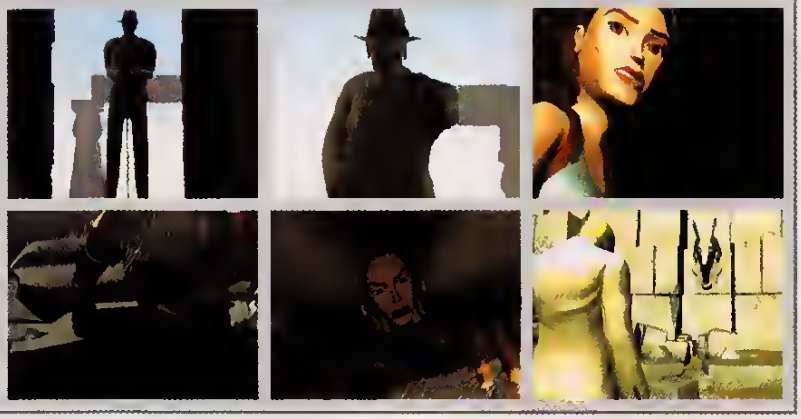
## HORSING AROUND

File this under "Thank God They Didn't Do That." According to Adrian Smith, there was a time when Lara was going to be riding a horse in Tomb Raider. "We once toyed with the idea of putting Lara on a horse, and then we discovered she could go anywhere on the map and jump off it and jump fences. We couldn't have that. The horse is history."

## LARA'S DEAD?

At the risk of spoiling a game you may not have finished yet: Lara Croft is dead. OK, not really, but she did appear to die at the end of Tomb Raider IV. The story goes something like this:

After stealing the Amulet of Horus from the Tomb of Seth, Lara unleashed a horrible Egyptian curse upon the land. So of course, she faced the angry god and made things right again. Unfortunately, the pyramid then began to collapse around her. As she escaped, her mentor-cum-rival, Dr. Von Croy, blocked her path. Although he unexpectedly offered a helping hand to Lara, she was unsure of his motives. As the saying goes, she who hesitates is lost, and thus the pyramid fell to pieces before Lara could escape. Rest in peace (yeah, right).



## FOUR PLAY

# Lara's World

Tomb Raider Chronicles has roughly four different areas of play that all the levels fall under:

### Roman Ruins

Even though the idea of Roman Ruins conjures up images of the first game, don't get too excited. Most of these levels take place outside, or in very modern-day factories. At a few points Lara will venture back into more historical settings and deal with a variety of nefarious traps, but not that often.



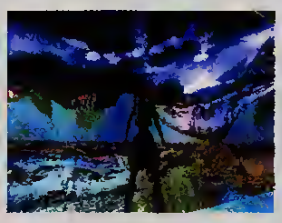


### U-Boat

The German U-Boat represents everything we've come to dislike about past Tomb games. Far too much gunplay and not enough tomb raiding. Although things do get kind of cool when the sub starts to sink while Lara's still in it. There are still gun-toting goons who care more about killing her than escape, though.

### Young Lara

No matter how disturbing you find young Lara, you have to admit the idea behind the third set of levels in Chronicles is pretty damn cool. No weapons, a Resident Evil-esque theme and the ability to trap ghosts 'n goblins. Core employs some nice rain effects to add atmosphere.





### High Rise

By far the coolest idea in Chronicles, this last set of levels has Lara creeping around an office building in a sleek black cat suit. No complaints here. It's about time this series got a shot of originality. Note to Core: If you're gonna take Lara out of the caves, have her do stuff like this more often, and keep the catsuit.

Cont from page 138

metal detectors and lasers, not to mention a very cool X-Ray scene (big pic at the start of the preview).

The one thing PS players will miss out on is the full-featured level editor being included in the PC version of Tomb Raider Chronicles. Ah well, we figure that's the price of owning an aging console with no form of mass storage.

Speaking of aging console, why isn't Core just waiting for the PS2? Why not add new features like the level editor to the first outing on hot new hardware rather than showing your hand on a system who's days are numbered? Apparently they wanted to release the game in tandem with the movie (due this May), and didn't have enough time with the PS2 development tools to do the game on the new system. The irony is that Chronicles has been finished so quickly that it should see release before the end of this year, and well before the feature film.

At least with all the new play mechanics and episodic setup of the game, there's something to be excited about this time. Chronicles is the closest we've seen to emulating the original TR concept. That in itself is worth checking out. Whether or not that makes it worth your hard-earned cash is something we'll discuss in our review next month.



# DEMONS DO EXIST

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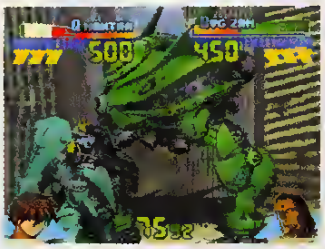
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PREVIEW GALLERY

**JACK ONLINE**

**You Don't Know Jack: 5th Dementia, the latest PC version of Sierra's hot quiz show game, now features online play. Here's hoping Sierra brings that feature to future Dreamcast and/or PlayStation 2 YDKJ games.**

## Gundam Battle Assault








After the oft-rumored, but never-delivered Gundam Battle Master games passed us by, the chances looked slim that **Bandai** would ever bring an installment of the series to the States. At last Gundam Battle Assault, the newest of the series, is set to arrive in **winter 2001**. Lacing the Gundam Wing story line into the game, you select from one of nine initial mechs and take it through its paces. The animation in the Battle Masters games has always been super-fluid since the robots are made up of a marionette-like set of pieces that animate individually (instead of the usual Street Fighter-like cell animation). The gameplay is better-suited to button-mashing than finesse, but Gundam fans will probably be happy just seeing one of these games make it to America.

## Jungle Book Rhythm n' Groove

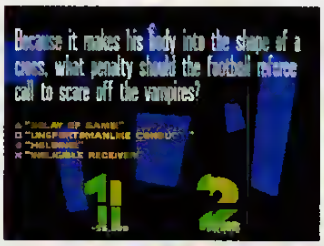


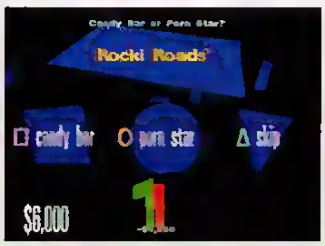


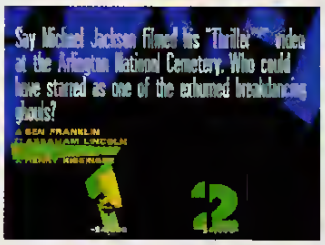


**Ubi Soft** dips its toe in the water of the dancing game genre with this offering, targeted at younger players. You face jungle-dwelling characters from the movie, learning dance moves along the way. Each opponent has three "lessons" which you must complete, with rendered cutscenes in between stages in story mode. It works just like Dance! Dance! Revolution, but you can obtain special power-ups by doing extra steps in between normal moves. Music includes two tracks from the movie, a Lou Bega remix of "I Wanna Be Like You," and seven original songs. (We know, Lou Bega's 15 minutes of fame are long over, but hey, it's not a bad song.) It's **available now**, either separately or with a dance pad.

## You Don't Know Jack, Mock 2







The game where high culture and pop culture collide is making a comeback on the PlayStation this **winter** thanks to **Sierra**. This sequel, which seems loosely based on the latest PC version, contains more of the irreverent questions and cool minigames that we've come to love. The ultimate party game, up to three people can play at once. If you haven't been screwed in YDKJ, you simply haven't lived.

## Disney's Toy Story Racer










Here's a good one for the kiddies. Buzz, Woody and the whole Toy Story gang take part in this kart racing-inspired game from **Traveler's Tales**. Compete on 19 different courses set in familiar locations from both *Toy Story* movies. Beyond multiplayer action and a ton of challenges, there are chasing, stunt-driving, collecting and contest modes to experience. **Activision** will release DTSR, but not until **March 2001**.

# ULTIMATE FIGHTING CHAMPIONSHIP™



*"Score: 9 out of 10 -*
For a truly realistic martial arts game, this one's a knockout."
*- ODM*

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"5 out of 5 stars - Revolutionary!
*- Next Generation*

UFC Ranked #1 Title at Launch*
*- NPD TRST Weekly Data*

*"Crave scores a knock-out: 'Direct Hit' Rating*
Easily the most realistic, and definitely one of the most fun fighting games to ever come along."
*- DailyRadar.com*

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*- Game Fan*

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*- GamePro*



"90 out of 100: The best American-published fighting game in years." *- GameFan*



"The ebb and flow of ground grappling makes for something like a brutal chess match..." *- DailyRadar.com*



"We might be looking at Fighting Game of the Year here." *- GameIndustry.com*

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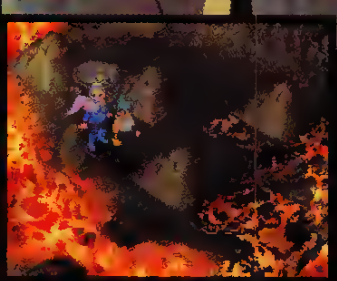
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"VISUALLY BREATHTAKING!"
-Game Pro Magazine



Stunning new and improved graphics—high resolution, animated characters in vast 3-D worlds



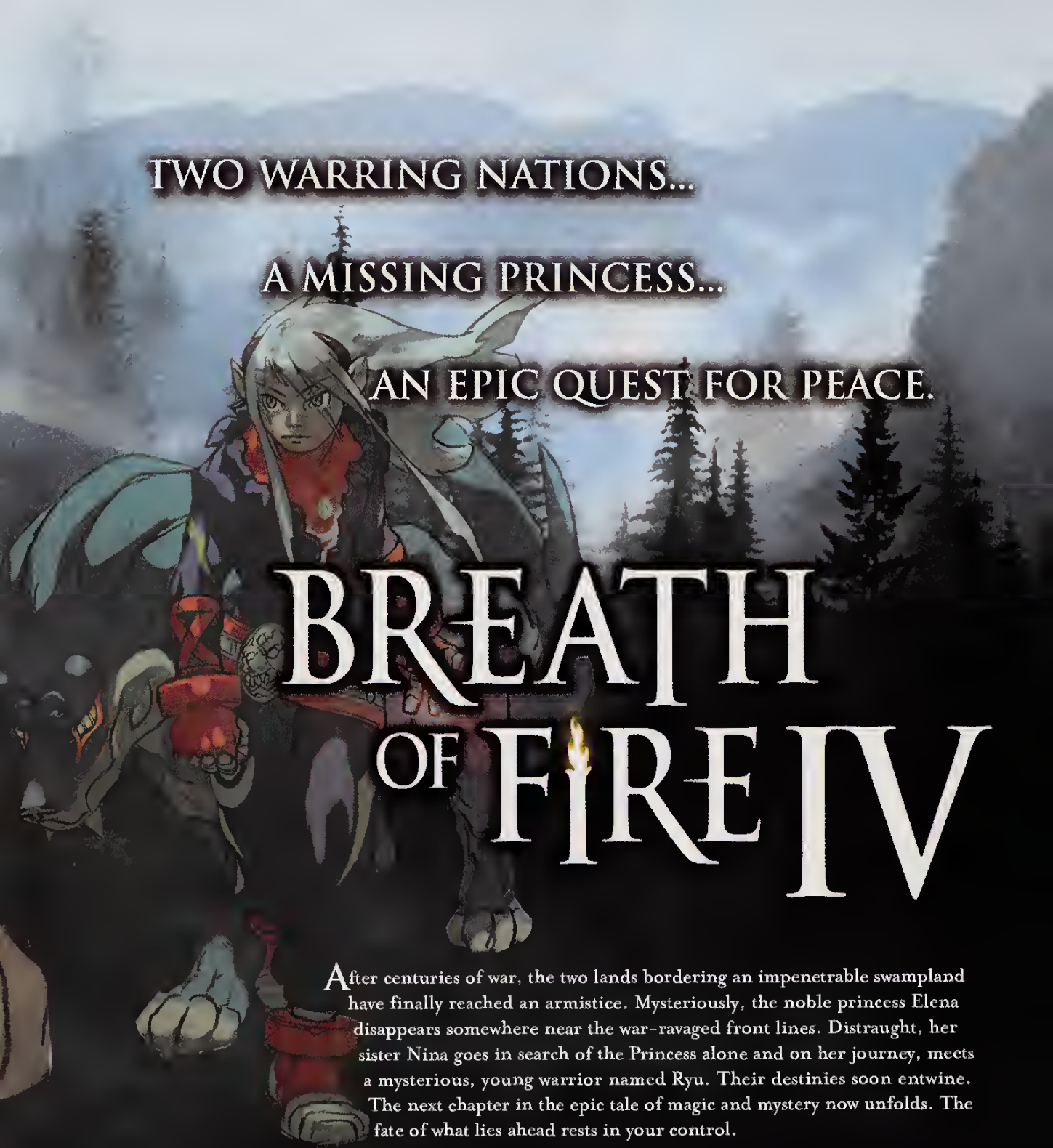
Two epic intertwining storylines—Follow the fates of Ryu and Fou Lu—a classic RPG adventure



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TAKING HELL TO THE NEXT LEVEL







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–Includes the original Arcade Mode and tournament style Dreamcast Mode



–All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge

# BACK IN BLACK

## Twisted Metal

Rush-hour traffic. Hordes of pedestrians. Real-time weather. Ultra-deep gameplay. Car combat's about to be reinvented on your PlayStation 2.



It's a simple message, but one developer Incognito Studios wants to drive home with all the force of a head-on collision: "Twisted Metal: Black will be a total redemption of the franchise," says Scott Campbell, Incognito president and producer of TM: Black, due in early summer for the PlayStation 2. Campbell knows that many gamers have become disenchanted with the Twisted Metal series ever since now-defunct 989 Studios took over development duties from Singletrac in 1997 and went on to unleash the less-than-spectacular Twisted Metal 3 and 4.

But that was then. Now, the guys who put the car-combat concept on the map are back in the driver's seat. TM: Black's team is comprised of all the key guys who worked on the original Twisted Metal and TM2, the game many consider the pinnacle of this high-octane genre. In a sense, Incognito—which formed in spring 1999—is a reincarnation of the original Singletrac. More than half its employees are former Singletrac staff. And the company is once again working hand-in-hand with Sony, which owns the Twisted Metal name and publishing rights. "We've restored the same relationship that worked for Twisted Metal 1 and 2," Campbell tells us. "The relationship between Sony Santa Monica and Incognito is a collaborative team effort from design to test." Dave Jaffe, who was director and lead designer of TM1 and 2, is once again heading up development from Sony's end. Long story short: The developers have all the pieces in place to restore the Twisted Metal series to its former reign as king of the car-combat junkyard.

Disturbing and dark (see the sidebar to find out why), this new installment veers away from the cartoony themes of the prequels. "Twisted Metal:






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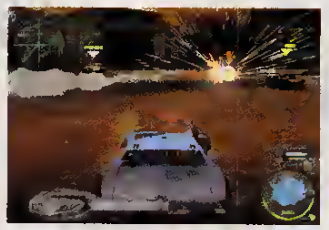
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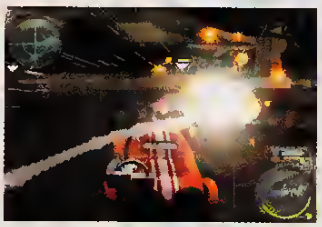
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**TM: Black's cars bristle with detailed moving parts, while the draw-distance rivals that of Smuggler's Run. Heck, the whole game just looks way better than any of that disappointing launch-day stuff—and it moves at a blazing 60 frames per second. The gameplay's faster, too. Drive defensively and you'll outrun missiles.**





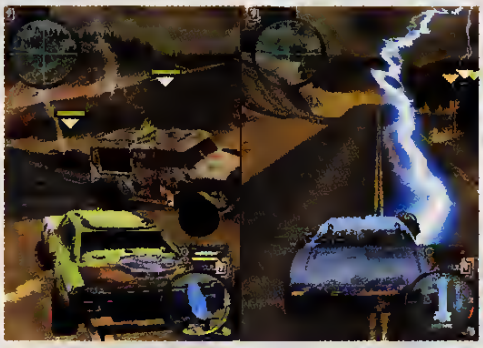
Black doesn't even acknowledge the other games in terms of story and universe and characters and things like that," Jaffe tells us. "We're using the same foundation. There is a character who's called Calypso, but he's incredibly different from what's come before. It's almost like if you took Twisted Metal 2 and viewed it through the eyes of a serial killer."

About seven of the game's 10 or so initially playable characters will be new to the series. And even recurring characters have undergone reshaping in Incognito's body shop. "There are a number of characters that are clearly inspired by the earlier games," Jaffe says. "Obviously, there's a character named Sweet Tooth, and he drives an ice-cream truck, but his character and his vehicle design and his special weapon are totally different. There are three to six characters that I'd call recurring, but it's not actually the same character coming back."

One thing that hasn't changed, however, is Incognito and Sony's commitment to building the ultimate car-combat experience, or "Street Fighter II on wheels" as Jaffe puts it. TM: Black's selection of play modes reflects that design philosophy. Don't look for novelties like Rogue Trip's drive-the-tourist mode in this game. TM: Black packs more straightforward stuff. You get a one-player story mode, in which you learn about your character and battle the occasional boss. Good news: Just like in TM2, you can play the story mode cooperatively with a buddy. Solo players can also jump into the instant-action Challenge mode, as well as a special Endurance mode. Here, you're dropped into the level of your choice, where you face opponents who attack one at a time. You won't find any health; your goal is to defeat as many consecutive enemies as possible until they get the better of you.

But let's get to the really important stuff: the multiplayer modes. As you'd expect, TM: Black offers split-screen deathmatching (Sony has yet to confirm whether it will support four-players, but we figure it's a safe bet). Aside from that basic kill-'em-all mode, you'll find a game called Last Man Standing, in which each player gets all 10 vehicles held in reserve, kinda like extra lives. If an enemy blows you up, you switch to the next vehicle in your list and the battle continues—until you run out of reserve cars. The last player driving wins. Incognito and Jaffe are toying with the idea of including more game types, but chances are Deathmatch, Cooperative and Last Man Standing will be the only three multiplayer modes that'll wind up in the game. "A lot of modes I've seen in these games don't really work well in split screen," Jaffe says, "and they take away developers' time to focus on the core of the game, which to us is deathmatch."





TM: Black will pack up to 11 levels for the one-player game and as many as 18 multiplayer maps. And it's not until you take a test drive in these arenas that you see how this series is reaching its full potential on the PS2. Levels are much more interactive. Barrel through houses in the suburbs, for example, and watch 'em explode into concrete splinters. You can drive through and blow up a lot more stuff than you could in the previous games but "not everything is interactive," Jaffe explains, "because if it was, suddenly your detailed levels look like wide-open fields, because you can blow everything up and there's nothing to take cover behind."

TM: Black will continue Singletrac's tradition of so-called "set-piece" interaction. Remember toppling the Eiffel Tower in TM2? That's what we're talking about here. In TM: Black's carnival level, for instance, you'll find a ferris wheel you can blast off its stand and send rolling downhill to crush a suburban town—and any enemy cars who get in the way. You'll also find low-flying jet planes and helicopters you can knock from the sky and send crashing on your opponents. And each arena has its own level-specific traps and weapons too, kinda like the Lightning Bolt power-up in TM2.

The developers are designing the levels in such a way as to make it easier to find opponents and minimize what Campbell calls "separation anxiety." Levels will even expand as the battle wears on, but Sony and Incognito aren't quite ready to divulge how this process works yet. And in a throwback to the original Twisted Metal, health charge-ups are part of the level design—you'll need to find and park on health ramps to recharge your life meter.

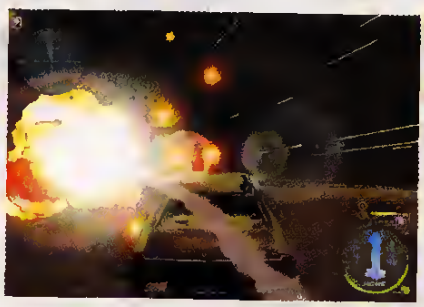
But it's not just you who interacts with the environment in TM: Black—now the arenas get all up in your face, too. "We're going to have several levels with real-time weather," Jaffe says, "and it totally affects visibility to the point where you're actually out driving and it's like in the middle of Seattle, pouring so hard you can barely see anything. And then the sun comes out and you can play with better visibility." In some levels you'll see time-of-day transitions, and remember those pedestrians who were so fun to flatten in TM1 and 2? They're back in TM: Black. But our favorite new addition here in terms of gameplay strategy and all-out destructive bliss is the traffic. Innocent cars, trucks and buses zip around particular parts of the levels, and you can do the obvious—and fun—thing and blast these Sunday drivers to the Stone Age. Or you can get crafty and use the traffic strategically. "Say you're racing down the freeway and an enemy shoots a missile at you," Jaffe explains. "You can pull in front of a bus, the missile slams into the bus and you avoid it."

TM: Black's control and basic weapons scheme will be familiar to the series' fans. As before, each car has a standard machine gun and its own special weapon. Sweet Tooth's special, for instance, transforms his vehicle into an ultra-powerful robot for a limited time. And, as you'd expect, various weapon pick-ups—homing missiles, dumb-fire rockets, etc.—litter the arenas. But that's where the similarities between TM: Black and its PlayStation prequels end. Building on the Street Fighter-style special moves of TM2, the developers have jazzed up the weapon systems to the point where TM: Black has become a whole new—and much deeper—car-combat title. "There are really two things we've done with the weapons to give the game a lot more depth and replay value," Jaffe says. "One is to create in the weapons the ability to inflict more damage based on the player's skill level, and the other is multi-functional ability with each weapon."

Let's explain this potential tenfold increase in gameplay depth with an example. We'll use the gas can, one of the game's basic weapon pick-ups. It looks like a barrel of fuel that slides out

## None More Black?

**The Twisted Metal series is getting a major facelift in TM: Black, but what makes the series' fifth installment worthy of such a dark moniker? Sony's Dave Jaffe explains, "Our inspiration is from films like *Seven* and *Silence of the Lambs*, which aren't really gory. They're psychologically disturbing." Environments in TMB won't be as outrageous (read: wacky) as in previous games but will instead take a dismally realistic approach. Garbage and debris whisk around dark, deserted streets in neighborhoods you'd probably not want to visit at night. The artwork strongly favors grays, browns and blacks over a formerly diverse pallet, so everything has a dingy, run-down appearance that sets the mood for the whole game. Characters have their own disturbing backstories—as told through movies and plot twists in the one-player game. Jaffe describes the whole TM: Black experience as "realism through the eyes of a sad, psychotic individual." Heck, if that doesn't pique the interest of all you non-psychos, we don't know what will.**





## Twisted Metal 3 & 4 What Went Wrong?

If you avoided 989 Studios' take on the car-combat genre, you didn't miss much. The Review Crew found TM3 to be "slow, sluggish and tedious," not to mention a bitch to control, and we were just plain bored by 4's "seriously stale" gameplay. Sales figures show you gamers felt the same. "In Twisted Metal 3 and 4 there clearly was a lack of tuning and gameplay testing," Sony's Dave Jaffe says, "simply because they didn't have a lot of time to make those games." Jaffe also finds fault with the games' weapons, saying they brought little new to the gameplay. "In fact, I don't think they were designed with gameplay in mind," he says. "They were probably designed with the idea of 'Hey, this sounds cool.'"

SCEA has learned from its mistakes. Not only is the original team back—it's getting more time to craft Black. Work began 19 months ago, and the game has already undergone extensive tuning. (By comparison, TM3 and 4 each spent only a year in development.) Better still, TM: Black's dark theme will give the series a fresh start on PS2. "We feel we're treading on new ground for this genre," says Jaffe, "which TM3 and 4 really didn't do. They gave you more of the same, but not as good."

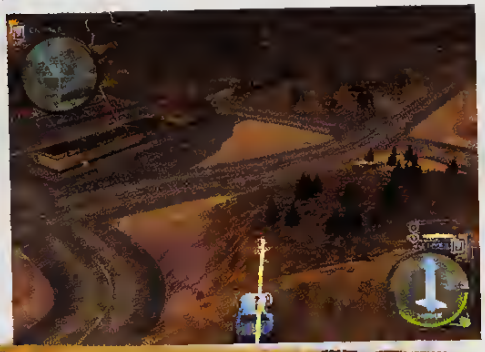


### TWISTED DATA

Units Sold:

| | |
|---|---|
| TM | 1.1 million |
| TM2 | 1.8 million |
| TM3 | 1.2 million |
| TM4 | 465,000 |

SOURCE: NPD TRSTS VIDEO GAMES SERVICE





of your trunk and hangs off the rear of your vehicle until you hit the fire button, which lobs the can forward in a high arc. Tap fire again and the can drops to the ground and detonates. Anyone within range of the fireball will take some damage. But if you manage to drop the can directly on an enemy, he'll suffer three times the damage and you'll get a special bull's-eye bonus. "The idea is that more experienced players who really get the feel and rhythm of the game will be able to time their attacks to the point where they can really do some major damage with that weapon," Jaffe explains. "Whereas your basic player can pick up the gas can and utilize it and do some damage, but he won't be able to use it as well as an experienced Twisted Metal player."

This added depth applies to nearly every weapon in the game, including character-specific special attacks. Take the sports-utility vehicle's special, for instance. Activate it and a guy rises out of the roof of your truck to man a machine-gun turret. He'll automatically track 360 degrees and fire upon any enemies who come close. So, you're sure to inflict some damage if you trigger this special when opponents are near. But if you want to unleash serious hurt, you'll need to maneuver your truck so enemies lie directly ahead of you. This way, you can cut loose with your standard front-mounted machine guns while your turret man bears down on the same target. Suddenly, you get a super version of your special. The point is, "there's more skill to the game if you want there to be," Jaffe says.

Meanwhile, in the defense department, Incognito is designing the weapons so there's a way to defend against each of them. If someone freezes you, for example, you no longer have to sit there and take your punishment. "You can release yourself quicker through a sequence of button presses," Campbell explains.

All that's only half of the story. Remember—Jaffe said each weapon now has multiple functions. Let's return to TM: Black's trusty gas can for another example. Aside from its basic function as a trajectory weapon, you can drop the can behind your car and it becomes a remote bomb like the one in TM2. Drop it, hit the fire button again and—BOOM!—enemies on your six have a bad day. But—and here's the important part—if you drop the can and let it sit for more than two seconds, a little indicator begins to flash, meaning the can will do a lot more damage when you detonate it. What's the point? "This promotes trap setting," Jaffe explains. "If I set this thing around a corner that I know you always like to come to, I can sit back, wait for the increased damage logic to kick in, then detonate this super explosion when you show up. I can't just drop it and get lucky, because the can has to have sat there long enough to engage the higher damage logic. You have to plan to do these things. The game motivates you that way."

If all this talk of bull's-eye bonuses and weapon logic spins your noodle, don't worry—you can always just cut loose with the weapons' basic functions and have fun. But we figure TM: Black's added complexity is the kind of thing hardcore car-combat fans can't wait to tear into. We envision chat rooms and FAQs focusing on trap setting or the dozens of uses for the homing missile—and we haven't seen that kind of fervor around a car-combat game since the Twisted Metal series' heyday. But enough comparing TM: Black to its prequels. If the developers deliver everything they promise, this game will be so immersive, so deep and so dark it'll wipe away all those nasty TM3 memories for good. "Chasing an enemy through moving traffic during a violent rain storm, crashing through storefront windows while sideswiping the bad guys, blinding your opponent with your high beams while you launch a volley of homing missiles into his front windshield—all of these things we saw in our heads when we designed Twisted Metal 1 are actually becoming possible," Jaffe says, "thanks to this new technology."

# Yee Haw!

## Reckon we got room in Hazzard for the whole Duke Family.



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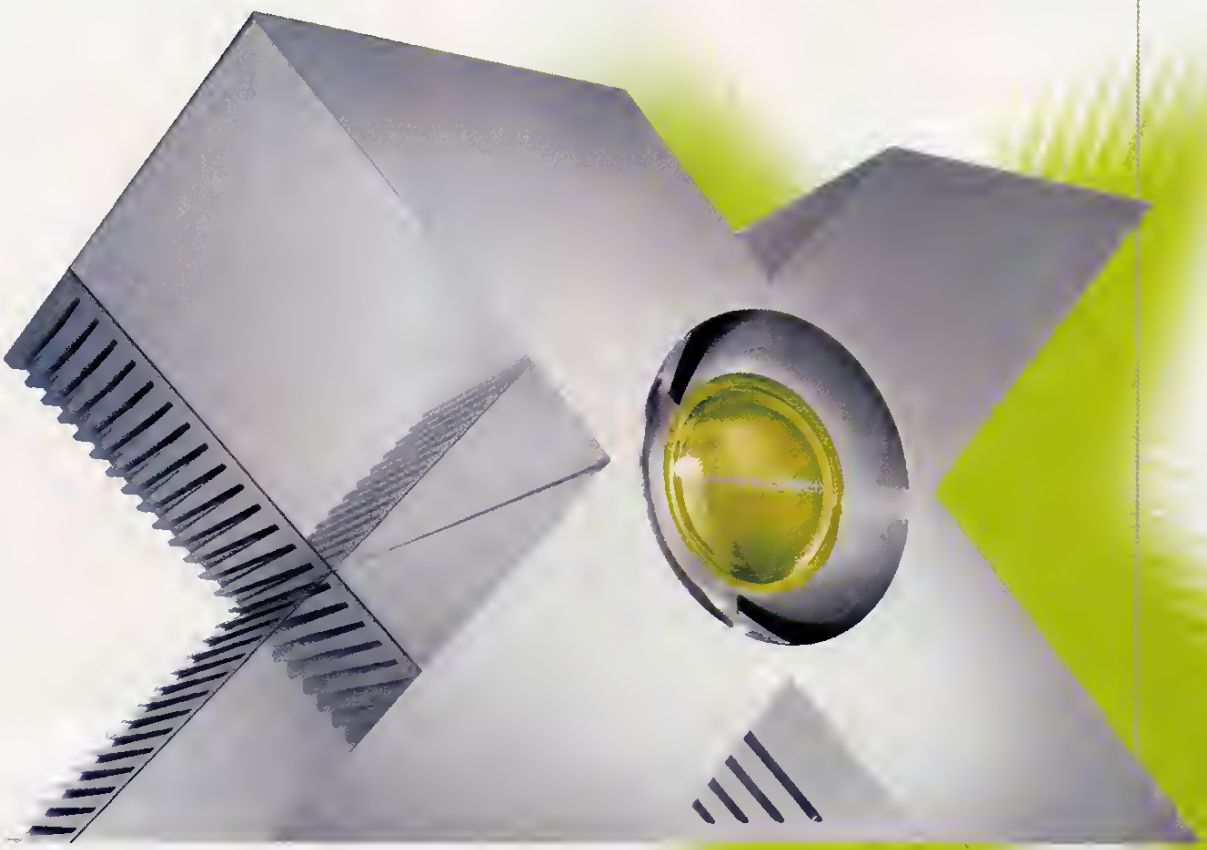
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**Forget Sony, Sega and Nintendo. Microsoft's own PC-centric image may be its biggest foe in the coming console showdown. So let's answer, once and for all, the big question about Microsoft's machine...**

# Xbox: Game Console

By David Kushner



# OR PC-PORT MACHINE?

The carpets are rolled up. The boxes are packed. A life-size inflatable boxing doll wobbles in the hall. It's moving time for the staff behind Microsoft's upcoming video game console, the Xbox. Not long before my visit to mission control in Redmond, Wash., the team began relocating from the leafy nexus of the main Microsoft campus a few miles down the road to a nondescript office park nicknamed Area Xbox.

**"My response used to be a whole bunch of crap,"** admits Seamus Blackley, director of Xbox Advanced Technology Team, when asked the low-end PC question. "[I used to talk] about how we get it, how Xbox is a console, but my new response is much simpler: I don't think Konami is too confused about it being a low-end PC. I don't think Midway or Infogrames or Capcom are too confused either." Blackley is holding court in an Area Xbox conference room fresh with new carpet aroma. As a demo of impeccably engineered ping pong balls bounce across a TV screen behind him, Blackley drives home Microsoft's newest mantra: If you don't believe we're more than a PC-port machine, just look at the developers who are coming on board.

The PR guy showing me around this crisp fall day tells me the Xboxers are being moved so they can work in better isolation. In other words: set pressure cooker to On. The coming months, of course, promise what might be the greatest showdown in the short history of home video gaming. Nintendo's Gamecube, Sony's PlayStation 2 and Microsoft's Xbox are heading into the multi-billion-dollar Thunderdome. Four consoles enter! One console leaves! But while Nintendo and Sony are proven players, Microsoft, for a change of pace, is the newbie—not to mention the only American company maker in the mix. To make matters more complicated, the company is having to do a complete flip-flop—from software to hardware, personal computer to console. Talk about a makeover.

In this light, the Xbox team's move takes on a heady symbolism. Microsoft is having to distance itself from the very thing that made it a powerhouse: the PC. As the company well knows, console gamers are way different from computer gamers; they're younger, fiercer, playing the games on the big fat tube. And to survive this dogged marketplace, Microsoft has to establish street cred by every means necessary: forging alliances with established console game developers (especially in Japan), building hardware for thumb-busting play, and, most of all, making really cool games.

To do this, Microsoft has to answer the ultimate question, the one that's swirling inside every gamer's skull: Is the Xbox a legit console or just a low-end set-top PC?

Discuss.

Not long before I visit, the company travelled to the Tokyo Game Show and announced that Konami was committed to bring Xbox some of its juiciest titles: Crash Bandicoot X, Jurassic Park X, Silent Hill X and Metal Gear Solid X. The games would be essentially the same as those appearing on other consoles, but would be tweaked to take advantage of Xbox's particular specs. Konami's announcement capped off a run of developer deals ranging from first-party relationships with established PC houses like Bungie (creators of Halo and Oni) and Lionhead (Black and White) to third-party deals with major publishers including Activision and Namco. Even Square is hinting that it will support Microsoft's machine.

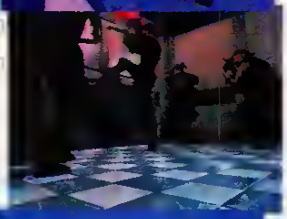
Though all this developer news came nearly a half year after Bill Gates announced the Xbox at the Computer Game Developers Conference in March 1999, the Xbox execs tell me that they had been courting the all-important development community for at least a year prior. J. Allard, general manager for Xbox's platform and third parties, says the company wanted to get in at the ground level to learn what developers need. "The conversations were like, 'Microsoft wants to get into digital entertainment,'" Allard recalls. "'We think game consoles are intriguing, you've been doing this for 20 years...tell us what works, what doesn't,



**MICROSOFT'S J. ALLARD**

"WE WERE CONCERNED THAT PEOPLE WOULD ASSOCIATE MICROSOFT WITH WORK, WITH NINE-TO-FIVE, WITH BUSINESS..."

**TALE OF THE TAPE: MORE THAN 150 COMPANIES HAVE SIGNED ON TO DELIVER XBOX GAMES—A FEW OF WHICH WE GLIMPSED ON VIDEO AT MICROSOFT'S SEPTEMBER PRESS CONFERENCE.**






and how we can do it better.'"

From the beginning, Allard adds, he knew his company was going to be fighting against preconceptions that they were PC-centric. "We were concerned that people would associate Microsoft with work, with nine-to-five, with business," he says, "basically, with no fun at all." As it turns out, Allard's concerns were not that off the mark. Konami, which was clearly one of the key companies to get on board to bust the PC image, admits to having had at least some skepticism. "In the beginning," explains Chris Bergstresser, Konami's vice president of strategic planning, "a lot of publishers were of the same mindset; we're like, 'Show us that you're really serious and then we'll support you.'"

**To prove its seriousness** and lure publishers, Microsoft is deploying all guns: economic and technological. On the biz side, they're flexing the power of their all-mighty buck, including a half-billion-dollar marketing commitment. With that kind of cash, promises Ed Fries, vice president of game publishing and first-party guru, the Xbox launch is guaranteed to be, as he says, "a bigger deal than the launch of Windows 95." Publishers like that message. "Their marketing plan all but guarantees a strong position and good installed base," says Jeff Brown, spokesperson for Electronic Arts (which is likely to soon announce Xbox support).

Another big biz lure for the key console developers is to standardize licensing agreements and royalty rates (the percentage of revenues that publishers must split with Microsoft on each game). Though Microsoft won't reveal the exact numbers, Allard says that one of the early complaints of publishers and developers was the uneven mix of royalty rates. To avoid, as Allard puts it, "damaging the ecosystem," Microsoft offered a fixed royalty worldwide, though exceptions could be made, Allard adds, for hot titles offered as exclusive Xbox games.

An equally prominent lure, according to both the developers and Xbox team, continues to be the technology itself. Blackley is eager to evangelize how easy the Xbox is for developers, how they can use the same kind of tools they use on a PC, how they can take advantage of the Xbox's sheer brute force: its 3D audio support, its 64MB unified memory (nearly twice PlayStation 2), its 300 MHz custom-designed GPU (ditto). The simple message, says Blackley, is "we want to give power to the artist."

That's all well and good, but there's one part of the tech package that still tightens the intestines of console gamers: the hard drive, that harbinger of all things PC. Just the thought of it conjures up ugly images of unruly defrags and crippling system crashes. No problem, Blackley promises—the Xbox won't crash. Of course, the hard drive connotes something that could grate on console gamers about as much as a reboot: game patches that have to be downloaded and installed to fix bugs. No deal, Blackley is quick to add. "If a patch comes through in a game proposal," he says, "we send out the nuclear weapons."

> "YOU CAN'T JUST SLAP A PC GAME ON A CONSOLE. THERE'S A BIG DIFFERENCE BETWEEN SITTING SIX INCHES FROM A PC SCREEN AND SIX FEET FROM A TV SET."
>
> —JEFF BROWN, ELECTRONIC ARTS

A no-patches declaration puts the onus more on developers who, as a result, can't rely on fixing bugs after a game's release. And actually, the hard drive lets them create games that are even more suited for a console environment. Peter Molyneux, a legend in PC game development, is on board as a first-party Microsoft developer in large part because of the Xbox's brute power. "If they get the balance right," he says, "the hard drive enables us to produce a huge amount of more visual experiences." This could manifest itself, Blackley explains, by having, say, 500 cars in a race instead of 20, or seeing the sweaty sheen on the tip of a T-Rex's nose.

Between the technological muscle of the hard drive and biz strength of Microsoft's marketing and support plans, the company now has the stable of talent it needed from the start. But to allay the PC-port-machine concern, Microsoft



**MICROSOFT KNOWS IT'S JAPANESE SUPPORT THAT'LL MAKE OR BREAK XBOX'S CONSOLE CRED, SO GAMES LIKE SILENT HILL X ARE KEY.**

must tackle two other formidable obstacles: how to ensure that publishers won't just shovel PC ports on to the system and, more importantly, how will they guarantee that developers make enough traditional-style console games at all.

Because the Xbox is so PC-friendly, developers can essentially rely on the same tools they use to develop PC games instead of having to buy a custom development kit. It's almost a no-brainer for a big publisher like Electronic Arts or Activision to simply shovel their existing titles onto this new platform. Easy money, no? "We haven't ruled out ports of existing titles," says Kathy Vrabeck, executive vice president of global brand management and worldwide publishing for Activision. Though she can't confirm specific titles in Xbox development, she suggests that sports/action-oriented blockbusters like Tony Hawk's Pro Skater and Shawn Palmer Snowboarding would make natural Xbox games (nudge nudge, wink wink).

Other publishers also see the perks of porting current console hits. "Our priority is for ports," says EA's Brown. "When we think about content, the first thing that comes to mind is making popular titles available on Xbox. That's a good business model. Second, people who buy new consoles want to know they'll get the software that's getting the buzz." However, Brown adds, "You can't just slap a PC game on a console. There's a big difference between sitting six inches from a PC screen and six feet from a TV set."

**Will gamers be seeing (eek!) Who Wants to Be an Xbox Millllonaire** or piles of quick-and-easy PC ports? The final answer is: Don't bet on it. "Microsoft has made it crystal-clear that they're going after hardcore gamers [who want] new content," reveals Vrabeck. Or, as Kevin Bachus, director of Xbox third party, puts it simply: "There will be no PC ports." What that means is that Xbox developers are already being expected to make traditional console style games: sports, action, racing, fighting. Thing is, some of the most notable first-party developers, like Bungie and Lionhead, come from a traditional PC background. Sure these guys are talented, but who's to say they can churn out the kinds of games that console players crave?

"It's a very, very different ball game," Molyneux admits. With PC games, he says, it's easier to expect a player to sit in front of the computer for hours and hours and hours, whereas with console games, players are more likely to spend shorter periods of time in front of the TV screen. As a result, he says, console games have to be developed in a much more accessible and action-oriented fashion. "A game can't be abstract," he says.

In the end, the games will be about quality, not quantity, the Xbox team says. The bad news is that there's no way to guarantee that even companies like Konami and Capcom will deliver the amount of games that players want. Just look at how few titles Konami produced for the Nintendo 64 after announcing it had signed on to that system. Microsoft is doing its best, though, to keep the relationships flowing. One big step is to build an arm of the team in Japan. There are no plans to, say, buy a Japanese developer outright, but there are plans to continue the pattern of relationships that have been started. And how console is that?

After a long day in Area Xbox, it's hard not to feel like Microsoft's console is actually a console after all. Maybe it really doesn't matter what a company's roots are in the end. Just consider how a corporation that made stereos (read: Sony) became such a video game colossus. Ultimately, though, the real test isn't the hardware, the development kits, or the developers. It's the fun. And, for now, Microsoft is keeping a tight lid on the products it hopes will be the most fun of all. The lid is so tight, in fact, that the PR escort is quick to shut the doors of offices where actual development talk is taking place. So it goes, I figure, as I head out the lobby door. The opening ceremonies are over. Let the games begin.

## MUNCH'S XBOX ODDYSEE

**Need more proof that Xbox is a true game console? Just ask Oddworld Inhabitants, the guys behind the highly promising Munch's Oddysee for the PlayStation 2, which—surprise!—isn't really for the PS2 at all anymore. In a high-profile system shift, Oddworld Inhabitants pledged full support for Microsoft's machine in late October and abandoned PS2 development altogether. Munch's Oddysee will now be a launch title exclusively for the Xbox (Microsoft will publish the game), and the remaining installments in the series are Xbox bound, too.**

**Now that's not really surprising, given that Oddworld head Lorne Lanning has long been the development community's most vocal critic of Sony's system (he has come right out and said the PS2 is a "bitch" to work with). But what's more interesting is what Lanning has to say about Microsoft. It's a company that's not afraid to pursue new game experiences, he says. In other words, Microsoft is willing to take risks. "In the end, we can only build as good a game as we're being supported to build," Lanning tells us, "and Microsoft's passion for nurturing and supporting games that really push the edge is something that's extremely rare in today's industry. It's one thing to have someone paying for it, and it's another to have them really believing in it and encouraging it."**

**The Xbox incarnation of Munch's Oddysee will offer the same novel gameplay as the PS2 game, except with richer textures and a higher degree of activity from the game's population of beasties. But, more importantly for the focus of this feature, Munch's Oddysee is most definitely a game conceived for the consoles and yet another example of the type of content Microsoft wants on Xbox.**

**—Crispin Boyer**

# THE EGM SLICK 50

**Each year, we see a number of significant innovations that truly change the way we think about video games and the game industry. These trendsetters can involve anything from the rise in power of a particular developer or publisher, the acceptance of a new technology, the dawning of an entirely new concept or even the actions of an individual. And each year, as we look back, it's possible to pinpoint the slickest, most important events and elements in video gaming.**

**That's where the EGM Slick 50 comes in. Now in its third year, this annual feature jumps the gun, just a little, by laying out our own set of predictions for what will be big in the vid-game community between now and the close of 2001. We figure all of the developers, gadgets, games and gameplay concepts highlighted in the next 20 pages will be significant enough to change the face of both the industry itself and how we're likely to interact with it.**

**Of course, we could be wrong, but we have a pretty good track record so far (check out the sidebar on last year's Slick 50 and see for yourself). And even if the stuff listed here doesn't end up reshaping our gaming world, we know that, at the very least, these people, hardware, concepts and software are going to be ultra slick in 2K1.**

## People • Hardware • Concepts • Software

### Harry Potter
### EA's Goblet of Cash

If anything can break Pokémon's stranglehold on kiddie-culture, it's Harry Potter, the 14-year-old wizard-in-training who's become the biggest license in video games faster than you can say Voldem...er, He-Who-Cannot-Be-Named. Electronic Arts snagged the rights to make games based on all of author J.K. Rowling's bestselling Harry Potter novels last August, and EA's new studio in Chertsey, England, will produce Potter games for all the systems, including the handhelds. EA has yet to announce anything in particular (expect those announcements in early 2001), but a game based on the wizarding sport of Quidditch—sorta like rugby played on flying broomsticks—is a safe bet. Rumor has it EA is working on a massively multiplayer game set in Potter's world, too. The Chertsey studio is working closely with Rowling to make sure the games stay true to her novels. They're also collaborating with Christopher Columbus, who's directing the Harry Potter flick due late next year.

If you're not wild about Harry yet, put down your joypad and read the four books out now. They're only the most entertaining fantasy novels—filled with twist endings, great good guys and really nasty bad guys—since that Tolkien dude wrote about Bilbo and his pals. And before you know it, Potter merchandise is going to be everywhere. You won't be able to escape it. You might as well join the legions of muggles who've dived into the Potter craze, especially since it ain't gonna fade for a while—Rowling has three more books planned. "It's definitely going to be a very, very strong franchise," said Reyne Rice, director of the NPD group's Toys Services Division. "The books are fabulous, exciting and full of fantasy. You can just see how sequels will keep folding from this, so kids will continue to grow with it."



ILLUSTRATION BY KEVIN LLEWELLYN

## Epic Games
### The Unreal Deal



North Carolina-based developer Epic Games—the gang behind the PC hits Unreal and Unreal Tournament—have become household names among computer gamers, but why should console players care? Their less-than-perfect PlayStation 2 port of UT notwithstanding, Epic's role as a Sony middleware partner means you're going to see their logo pop up in more games than you'd expect next year. "The Unreal engine is going to have a big impact on console games," Epic vice president Mark Reign told us. "Our licensees, including some of the biggest names in the game business, are also doing PS2 and Xbox titles with our technology." Epic has just announced they're a tool and middleware vendor for Xbox. And it's a safe bet that Epic will develop titles for all the consoles that matter next year, too. Give these guys a chance—they're just getting started on the consoles.

## Angelina Jolie
### Lara in the Flesh

It's a safe bet that actor Bob Hoskins doesn't pop into your noggin when you think of Mario. And we doubt M. Bison conjures images of Raul Julia. But—trust us—you'll never picture Lara Croft as anyone but Angelina Jolie after you see this year's Tomb Raider flick. "She's the only person I ever thought could pull it off," said Simon West, the movie's director. "Anybody who knows Lara has very strong impressions of what she looks like. She's this gorgeous, voluptuous, ideal woman, so I wasn't going to go against that. But on the other hand, I wanted an intelligent personality, and she also has that slight dark side."

Back when speculation first began over who would fill Lara's lycra shirt on the big screen, few folks even thought of Jolie, who often plays somber parts and recently won an Oscar for her role in *Girl, Interrupted*. Instead, fans tossed around names like Sandra Bullock and Elizabeth Hurley. Adrian Smith, Core Design's development director, originally envisioned Jennifer Lopez for the role. But now that we've been to the set and seen Jolie in action—and heard her spot-on accent—her casting makes perfect sense. And not just to us. "It's funny, I thought [the role] was really, really far from what I'm used to, but it's not," Jolie said. "The essence of her is very similar to all the other characters I've played—the essence of somebody who's kind of alone, is focused on justice or setting things right, is kind of a little insane."

As she seemingly does with all her films, Jolie dove headfirst into this newest role—literally. She trained in gymnastics to prepare for dozens of wire-assisted stunts. Chances are when you see Lara bungee jumping or flipping or fighting in the film, that's Jolie herself doing the dirty work. "She's probably the gutsiest actress I ever worked with," said special-effects supervisor Chris Corbould, who previously worked on the last three Bond films. "She just goes for it. If it's a wide shot, it's not just a stunt person. You can see her face. She makes our stuff look so good, like it's right out of the game, really."

Jolie freely admits that she's terrible at the Tomb Raider games ("I kill [Lara] constantly," she said), and she also acknowledges that this big-explosion summer-movie stuff is brand-new business to her, too. But she's deep into the role now, she's signed up for two sequels, and we really can't think of a slicker actress to bring Lady Croft to life. "I kept thinking I can't do this," Jolie said. "I'm a serious actor. And then suddenly I was in my little outfit on top of a mountain in Iceland, with some dogs pulling me in a sled, with some guns attached to me, and I thought, 'Yeah, this is exactly who I am!'"



SLICK 50

ILLUSTRATION BY SHAWN BARBER

## Games for Grown-ups

### For Mature Eyes Only

Finally, we're seeing mainstream acceptance of games as more than just kid's stuff. Need proof? Look at Nintendo. Who would have thought the one-time king of kiddie games is now releasing titles crammed with bloody headshots and cartoon animals who swig whiskey. A trend that kicked off with 1998's Metal Gear Solid, Mature-rated console gaming is going to be watched by everybody in 2001, when Conker's Bad Fur Day and Eidos' babelicious Fear Effect 2: Retro Helix get our juices flowing—and no doubt draw the ire of parents and politicians. But hey, games geared for us grown-ups are long overdue—and they're good business, too. "Half the market is under 18 and half is over," said George Harrison, Nintendo of America's president of marketing and corporate communications. "We decided that we cannot afford to compete in only half the market."




SLICK 50




## Gamecube

### More Than Just a Toy This Time

Remember a time when it didn't matter if you could use your game system to get online and order a soda from a pop machine in Scandinavia? When games were games and gameplay mattered over everything? Gamecube, coming to Japan in July and the U.S. in October, looks like a game machine, not stereo equipment. Nintendo has committed itself to making this a true gamer's machine (and with Mario, Metroid and Zelda on the way, you can't go wrong, right?). Yes it'll have the modem/broadband connectivity that the other guys do, and Nintendo says the system will be flexible enough that developers will have no problem creating games. "In my experience, there have often been theoretical claims of high performance for game hardware, and although people were very impressed by the figures, the actual products haven't even delivered one-tenth of the claims," Nintendo game designer Shigeru Miyamoto said. "It is a given that the Nintendo Gamecube will offer better graphics and higher quality sound, but more importantly it will allow developers the freedom to concentrate on creativity without worrying about technical limitations." There's no question Gamecube will be impressive. But will it be impressive enough to put up a fight against Xbox, which launches around the same time this fall, not to mention the PS2 and DC? We hope so.





## Tony Hawk

### This Bird Man Made Extreme Games Fly

Although they started out as a novelty (remember Sony's ESPN Xtreme Games?), extreme-style sports games have blossomed into a full-blown genre. But it wasn't until Tony Hawk and developer Neversoft teamed up to create the most dominant skateboarding game to date that extreme games truly gained mainstream popularity. "I am honored to be taken as an example for other sports," said Hawk of his status as spokesperson for extreme competition. "I'm just glad to see 'alternative/action sports' athletes finally getting some recognition." But now that THPS clones are everywhere and the genre is brimming with new titles, is the future bright for extreme games? "I think it'll keep getting better as the platforms improve," Hawk said. "Skateboarding continues to progress, so the games will obviously follow the same pattern." At the very least, we can expect to see Tony Hawk's Pro Skater 3 sometime (hopefully) within the next year and a half.

# Leave your enemies shaken AND stirred

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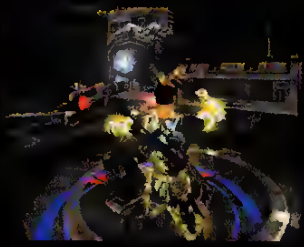
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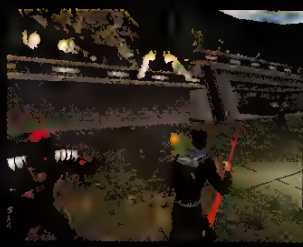
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## Games That Build Games

### Even Miyamoto Had to Start Somewhere

Sick of the titles those fat-cat game designers are pumping out? Well, it's time to quit your bitchin' and put your controller where your mouth is: Make your own levels (as seen in Tenchu 2, Tony Hawk 2 and TimeSplitters) or even entire adventures (a la Agetec's awesome RPG Maker) with the new breed of do-it-yourself games. And with larger memory cards, zip disks and hard drives on the way for all the major systems, there will be more and more space to save your creations, or to trade with others online.

## Red Faction

### Blow Up the Outside World

You may notice that games that let you make your own levels are also included in this year's Slick 50—but none like this PS2 first-person shooter from Volition, due in March. Say you'd like a door in the middle of that wall. Just whip out your rocket launcher and THOOM!—there's your door. Or that bridge, the one with the enemy troop carrier driving slowly across it, it just doesn't match the decor of the rest of the level. BOOM! BOOM! A few well-placed explosive charges and it's gone. Using what Volition is calling the Geo-Mod system, Red Faction can realistically and permanently alter almost any surface—ceiling, wall or floor—in real time as you play. With this awesome innovation and a firm grasp on the essentials (cool weapons, scripted events a la Half-Life, drivable crafts and more), Red Faction looks like a sorely needed step forward in the evolution of the FPS genre.



## Keiji Inafune
### More Than Just Mega Man

He's the father of Capcom's blue bomber (Mega Man), his favorite movie is Kurosawa's Seven Samurai, and he can sometimes be found posing in battle gear in Japanese Guns & Ammo-style magazines. Keiji Inafune is his name, and you can add him to the list of Capcom's ace designers (a list that includes the names Okamoto and Mikami). Aside from his involvement in the Mega Man series, Inafune's Onimusha—one of the more promising PS2 titles we've seen—will no doubt help to quench the thirst of new PS2 owners in the first half of 2001. Originally a PS one game, it was converted to PS2 when Inafune and his team got their hands on the new hardware. "As a developer, when I get better hardware I want to develop for it right away," he told us. Onimusha is set in a historically accurate time period of Japanese feudal lord Nobunaga, but the game overlays a fictional story on top. Add in samurai swordplay with a touch of survival horror action, and that's what PS2 players have to look forward to.

SLICK 50

## Retro Studios
### Making Metroid in America

Don't let their moniker fool you into thinking there's nothing state-of-the-art going on behind Retro's doors. This Nintendo-funded development group has quietly been working on a slew of Gamecube titles for the past year. The company name references old games that used pure gameplay—not—glitz to make them fun, but Retro realizes that everyone likes a cutting-edge game as well. Right now, Retro admits they're working on a football game, a basketball game, an RPG and even Metroid. If they deliver on what they promise, Nintendo's new kid on the block could give its older sibling Rare a run for its money.

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# The 2000 Slick 50

**For you picky readers keeping score at home, here's the Slick 50 that appeared a year ago in our January 2000 issue. Did our picks pan out? Let's have a look-see...**

OK, so maybe we got a little ahead of ourselves with a few of last year's Slick 50 choices—particularly our entry on Wireless Gaming. Sure, being able to download Game Boy games for your cell phone is a nifty concept, but we reckon cellular gaming is really going to hit its stride in 2001. Trust us—the idea of a handheld gaming device will take on a whole new meaning by the middle of the year, and you'll never look at your cell phone the same way again. We were jumping the gun a bit on the Final Fantasy flick, too, as well as Paper Mario and The Bouncer, since we won't be seeing these things until 2001.

Movie hype and Mario delays aside, we hit the Koopa right on the shell for pretty much everything else on last year's list. You can't flip through 10 pages of our Previews section now without seeing a game that boasts cel-shaded graphics. Co-op play has become a hyped feature in blockbuster games like Perfect Dark, TimeSplitters and the upcoming Phantasy Star Online—which you'll actually need to play cooperatively to complete. Developer Neversoft proved they're much more than a one-hit wonder with Tony Hawk's Pro Skater 2 and Spider-Man. And Visual Concepts defeated the mighty Madden with their NFL 2K1.

Of course, a lot of stuff in the 2000 Slick 50 is still slick this year and will continue to be so for the foreseeable future. Emulation is once again a hot-button topic, now that Bleemcast!'s launch is looming. Microsoft and Nintendo are preparing the two most exciting consoles ever (well, three if you count the Game Boy Advance). Online console gaming has finally gotten the big-bang debut it deserves, courtesy of SegaNet. Heck, we could have just taken half of last year's list and run it again this year. Maybe we should change this annual feature's name to the Slick 100.

**Joanna Dark**
**Resident Evil Code: Veronica**
**New Uses for Handhelds**
**Nintendo Dolphin**
**Co-op Play**
**The PlayStation 2**
**Yoshiki Okamoto**
**The VMU**
**Treasure**
**AT&T**
**DVD**
**Music Games**
**Namco**
**Cel-Shaded Visuals**
**MSR**
**Pokémon Gold and Silver**
**Hammerhead**
**Paper Mario**
**Realism**
**Team Calibur**
**Pokémon Card Game**
**Skies of Arcadia**
**The Dreamcast**
**Neversoft**
**Erik Kraber**
**Controller-Specific Games**
**Game Customization**
**Bioware**
**Visual Concepts**
**Consultants**
**Marigul**
**Surround Sound**
**Ryo Hazuki**
**The Bouncer**
**Redneck Games**
**The Final Fantasy Movie**
**Online Gaming**
**Broad Bandwidth**
**Enix**
**Mobile 21**
**Ulala**
**Sonic Team**
**Emulation**
**OpenGL**
**Xbox**
**Microsoft**
**Sonic**
**Wireless Gaming**
**Yutaka Saito**
**Crazy Taxi**

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TODD RICHARDS

CAREY "HART ATTACK" HART

BUCKY LASEK

BOB BURNQUIST

"FLYIN" RYAN NYQUIST

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## Game Boy Advance
### Nintendo's Handheld Finally Grows Up

It's invaded our homes, our minivans, even our schools. Most kids love it. Most parents hate it. It's the Game Boy, and with more than 100 million units sold worldwide, it's the most successful video-game console ever. But it's also 11 years old and really starting to show its age. Finally, Nintendo has revealed its successor and the heir apparent to the huge portable market, the Game Boy Advance, due out this July. What's to love about the GBA? Let us count the ways: one, it's roughly as powerful as the Super NES, so 16-Bit classics can be ported with ease (Mario Kart and F-Zero are already on the way). Two: it's backward compatible with all Game Boy and Game Boy Color games. Three: it's got a low price (about $90 based on the Japanese price), and nice battery life (15 hours on two AAs). Finally, four: only one cart required for multiplayer link-up games (finally!). Add all those up and it's a safe bet that you are looking at the next big thing in portable gaming.




## Defenders of the Industry
### Standing Up to the Man

The game industry has been attacked from all sides over the past year—from litigious parents; from chain stores cracking down on the sales of M-rated games; and from the Federal Trade Commission, whose recent report claims game companies are purposely marketing M-rated products to kids. We're just happy to have a few folks who stand up for us. More specifically, we're glad that Doug Lowenstein, president of the Interactive Digital Software Association, and Sega's Peter Moore went to bat for the industry at the recent Senate Commerce Committee meetings on the FTC study. Both men pointed out obvious flaws with the FTC's report. Whether the senators paid attention remains to be seen, but at least we know we have men in Washington fighting the good fight for our favorite hobby.

SLICK 50

## PlayOnline
### Square's Master Plan

It may be little more than a fancy homepage for Square now, but PlayOnline (www.playonline.com) will evolve into something revolutionary next year. Started last January by Square in Japan, PlayOnline is a portal site that, at first, will offer online strategies for all of Square's games. In fact, the only place you can find an official walk-through for Final Fantasy IX in Japan is on PlayOnline.

But starting with Final Fantasy X for the PlayStation 2 and PC, players will be able to log onto PlayOnline during their adventure and dig up hints—and even participate in online auctions for rare items. Stuck in a cave? Don't know which town to visit next? Select the "PlayOnline" option in the game's menu and you'll find all the help you need. Final Fantasy XI will be the first game in the series to offer networked play with other players, and PlayOnline will expand again to support that function. Eventually, Square wants PlayOnline to evolve into more than just a homepage, a strategy site and a hub for its online servers; it wants it to become a full-fledged entertainment site that offers downloadable tunes, news, chat rooms—plenty of stuff for gamers and non-gamers alike. PlayOnline in Japan will blossom first, but the American version of the site will follow suit shortly after.



## Incognito
### Singletrac 2.0

"The Background of this team includes over five years of PlayStation game development experience that produced five titles," Scott Campbell, president of Salt Lake City-based developer Incognito Studios, told us, "and now we have over one year of PlayStation 2 development under our belts." Right, so how come you've never heard of these guys before? Turns out Incognito, formed in spring '99, is a reincarnation of Singletrac, the developer that brought us the first two Twisted Metal games (with SCEA's help), Warhawk, Jet Moto, Rogue Trip and other PlayStation hits. Out of Incognito's 32 employees, 19 are former Singletrac staff, and now Incognito is working on the highly anticipated fifth installment in the Twisted Metal franchise—Twisted Metal: Black—as well as a second still-secret PS2 title. "Let me say I saw [this game] last week and it's freaking amazing!" said Dave Jaffe, director and lead designer of Twisted Metal 1, 2 and Black at Sony's Santa Monica studio. "I had the same kind of 'Wow, what a great fantasy!' feel that I got when I played the first Twisted Metal demo back in 1994."

We're hoping this secret project is a follow-up to Warhawk, but all Campbell will say is it's "in the action genre and involves combat."

PlayStation.2

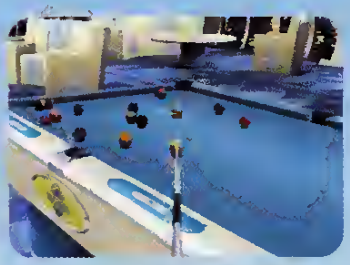
# Q-Ball

## BILLIARDS MASTER

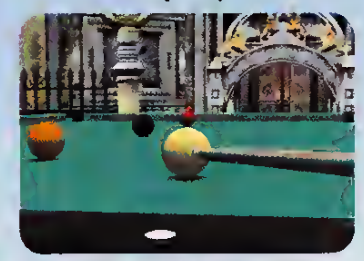




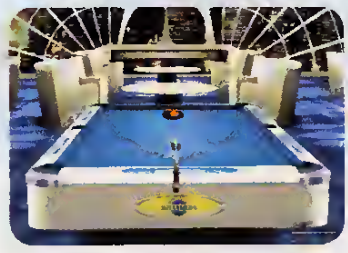
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ask

EVERYONE E

## franchise defections
### Kiss Your Crash Goodbye

Gone are the days of loyal mascots and games exclusive to one system, apparently. The massive success of the PlayStation hasn't stopped some of its most prominent stars from seeking other pastures. Two Sony icons are already packing their bags: Spyro the Dragon, and, surprisingly enough, Crash Bandicoot. Labeled as "disposable" by Sony and owned by Universal Interactive, both game franchises will be headed for Xbox, and who knows what other console they may pop up on next. Sony doesn't seem concerned. "We never actually appointed Crash or any other character as our mascot," said Shuhei Yoshida, vice president of product development at SCEA. "The market is becoming more and more diversified. We're going into a very fragmented market. Any one game or character cannot appeal to the broad range of people who play games." So what beloved character will jump ship next and head to another console? One thing's for sure: Nintendo fans need not fear. There's absolutely no chance Mario will be plumbing another game system's pipes. We can't be so sure about some of Sega's big franchises, though.

## conker
### This Squirrel's Got Big Nuts

Mark March 5, 2001, on your calendar, because that's when Conker's Bad Fur day hits stores and shatters Nintendo's squeaky-clean image forever. Rare, Nintendo's crown-jewel first-party developer, really wanted to cut loose with an M-rated game. They chose Conker the squirrel to be the cursing, whiskey-swigging, flatulating, urinating star in a title that promises to make South Park look like a kindergarten play. And while we're swearing like drunken sailors in anticipation, we can't help but wonder if clueless parents are gonna pee their pants the first time Conker swears in front of their kids. After all, Conker's Pocket Tales on the Game Boy was wholesome kid's stuff, and Nintendo has its work cut out to give the little squirrel a 17-or-older spin. "Certainly the marketing outreach that we do will be heavily targeted toward people 18 and up, like we did with Perfect Dark," said George Harrison, Nintendo of America's president of marketing and corporate communications.

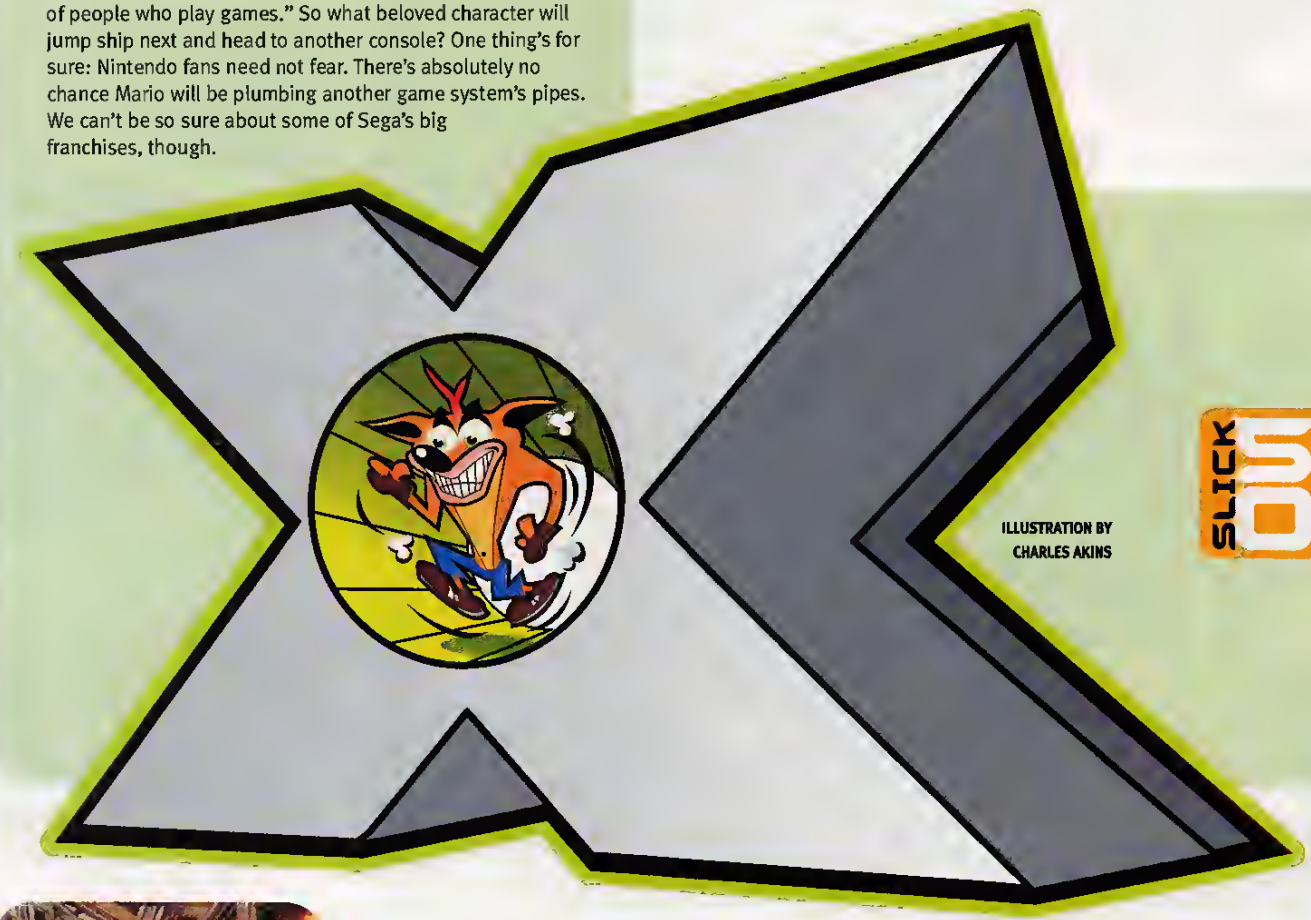


ILLUSTRATION BY CHARLES AKINS





## samus aran
### The Original Game Girl Returns

Move over Joanna Dark—Nintendo's finally bringing its oldest heroine back into the spotlight on Gamecube. Metroid has yet to disappoint, with two phenomenal home console titles and a decent Game Boy effort in the handheld's early days. But it's been a loooong time since Samus suited up in her orange armor. Though starving for a new Metroid title on the N64, many gamers realized that the Samus hiatus was probably a blessing in disguise after playing less-than-spectacular 3D incarnations of formerly 2D classics like Konami's Castlevania and Contra. The Gamecube should give developer Retro Studios all the power they need to do the gal justice. After all, anyone who's seen the short Gamecube clip of Samus in action is probably still nursing a bruised chin from the jaw-drop. We expect to see the veteran vixen hit Nintendo's new system in the next year or so.

PlayStation 2

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## Eurocom
### From Bond to Bandicoots

Trek to Derbyshire, England—just north of developer Rare's plush offices and south of Core Design—and you'll find Eurocom, the hardest-working company in the biz. "I actually don't know exactly how many games we've developed," said Hugh Binns, company director and co-owner of Eurocom, which formed in 1988. "At a guess, it would be somewhere in the region of 40 to 50 going back to the 8-Bit NES. We've kept quite a low profile in the industry and prefer to let the games speak for themselves." Right now, the game that's speaking loudest is The World is Not Enough on Nintendo 64. Eurocom—which also just wrapped up Crash Bash on the PlayStation and is working on several next-gen projects with Electronic Arts—took on a colossal challenge when they set about making what many saw as the real sequel to Rare's GoldenEye 007. Turns out TWINE is one of the year's best N64 games and a more than worthy follow-up. And we expect Eurocom's street cred is only going to rise, considering how devoted these guys are to their projects. "Even the wrap party for TWINE had everyone dressed in tuxedos enjoying Vodka Martinis," Binns said. "Shaken, not stirred, of course."

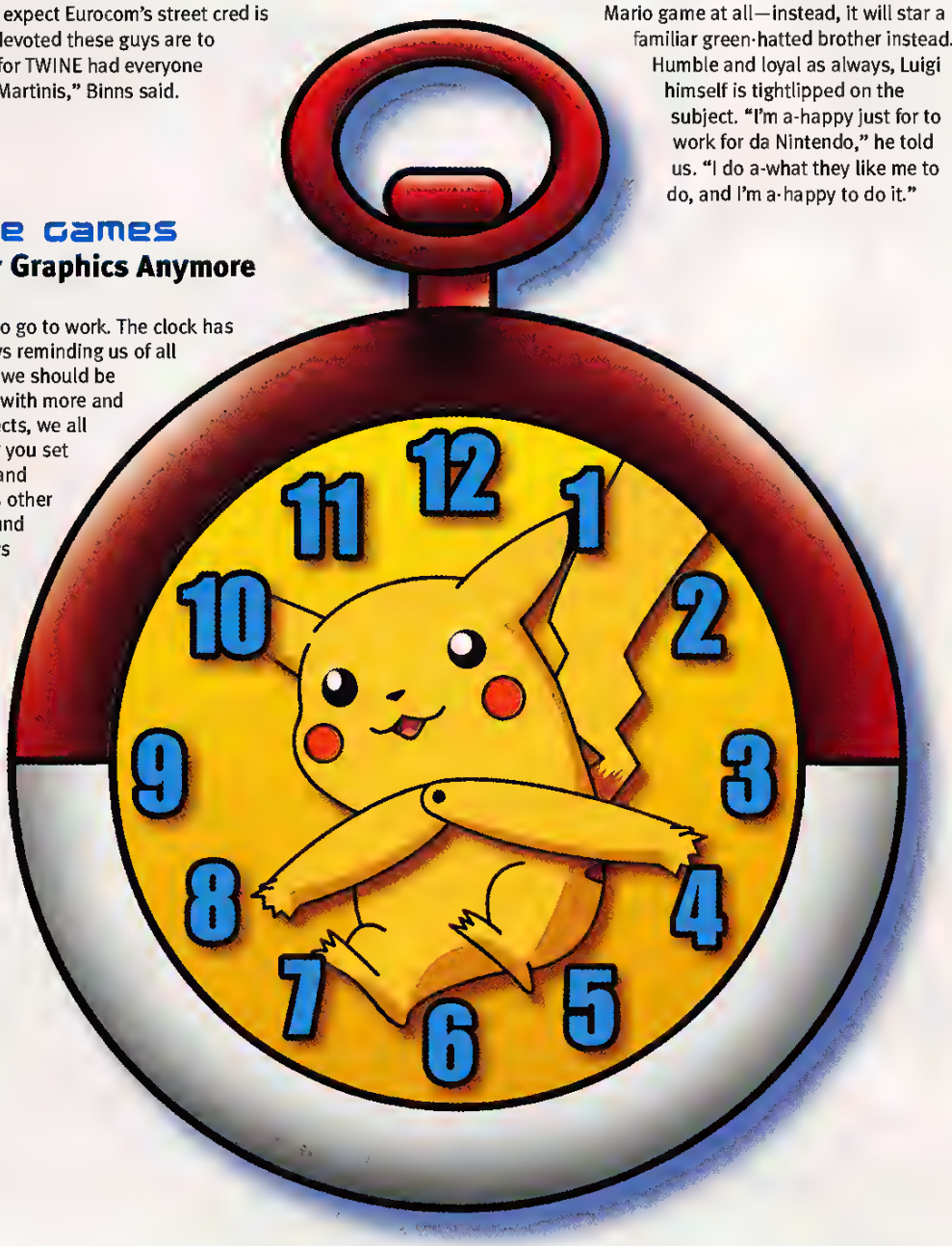


## Luigi
### Primed to Finally Grab his Star

Despite debuting with equal billing to his sibling in the original Mario Bros., Luigi soon found himself relegated to secondary character status, with others such as Toad and Princess Peach, while Mario gained worldwide fame and fortune. But that may change soon. As the star of the first and longest Gamecube demo Nintendo has released, speculation is strong that the next Mario game won't be a Mario game at all—instead, it will star a familiar green-hatted brother instead. Humble and loyal as always, Luigi himself is tightlipped on the subject. "I'm a-happy just for to work for da Nintendo," he told us. "I do a-what they like me to do, and I'm a-happy to do it."

## Really Real-Time Games
### Real-Time Isn't Just for Graphics Anymore

Time for bed. Time for school. Time to go to work. The clock has never been the gamer's friend, always reminding us of all the unpleasant little responsibilities we should be doing instead of playing games. But with more and more games incorporating time aspects, we all better start watching the clock. After you set the time and date in Pokémon Gold and Silver, some of the little critters, plus other contests and people, can only be found at specific times. Majora's Mask plays further with the time feature introduced by the last N64 Zelda game, forcing the player to play through three days over and over, with events only happening at certain times. Seaman checks the Dreamcast's internal clock to make sure you've been feeding your virtual friend often enough, plus has tailored messages on your birthday and other special dates. Even MSR keeps track of the time of day. So if you want to continue playing the latest games, our advice is to find a nice watch and start wearing it.




SLICK 50










CAPCOM




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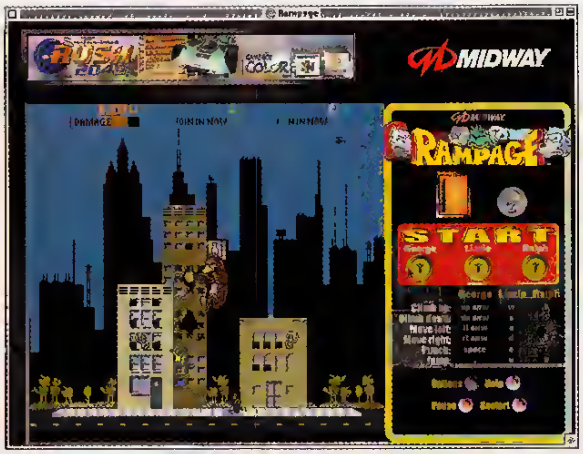
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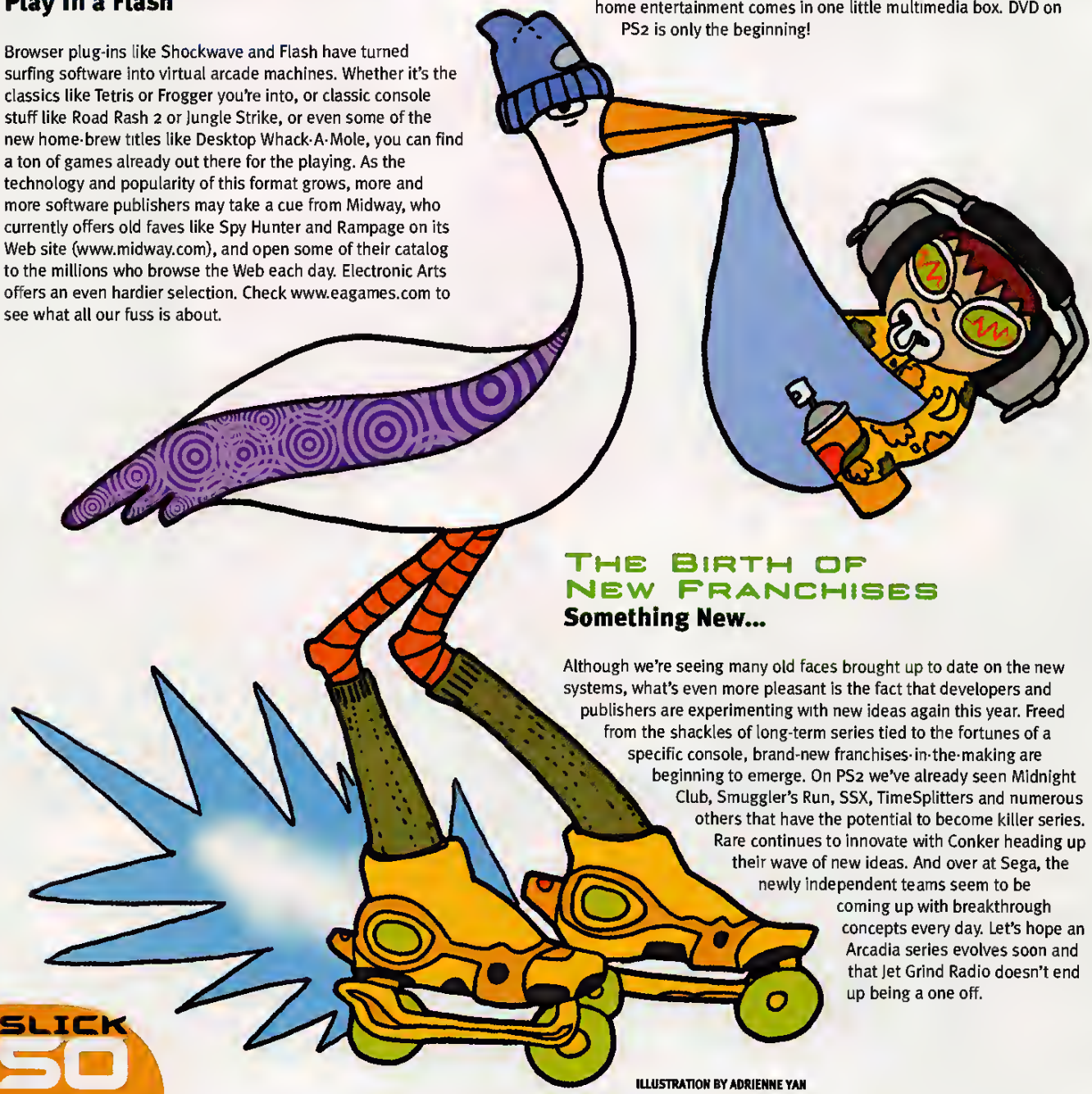

## Browser Games
### Play In a Flash

Browser plug-ins like Shockwave and Flash have turned surfing software into virtual arcade machines. Whether it's the classics like Tetris or Frogger you're into, or classic console stuff like Road Rash 2 or Jungle Strike, or even some of the new home-brew titles like Desktop Whack-A-Mole, you can find a ton of games already out there for the playing. As the technology and popularity of this format grows, more and more software publishers may take a cue from Midway, who currently offers old faves like Spy Hunter and Rampage on its Web site (www.midway.com), and open some of their catalog to the millions who browse the Web each day. Electronic Arts offers an even hardier selection. Check www.eagames.com to see what all our fuss is about.

## MP3 Hits the Consoles
### Thinking Outside the Box




Now that MP3 has established itself as the most portable, most easily distributed digital audio format, console and peripheral developers are starting to pick up on the medium's potential for use with next-generation consoles. First up, Sega plans to release a cable in March that'll let you connect any store-bought MP3 player to your DC's controller ports. Then you can use the included software to rip tracks from CDs or download MP3s from the Net. And connecting a player will be even easier on the PlayStation 2 and Xbox, since both systems have the necessary USB ports. It won't be long before all your high-quality home entertainment comes in one little multimedia box. DVD on PS2 is only the beginning!



## The Birth of New Franchises
### Something New...

Although we're seeing many old faces brought up to date on the new systems, what's even more pleasant is the fact that developers and publishers are experimenting with new ideas again this year. Freed from the shackles of long-term series tied to the fortunes of a specific console, brand-new franchises-in-the-making are beginning to emerge. On PS2 we've already seen Midnight Club, Smuggler's Run, SSX, TimeSplitters and numerous others that have the potential to become killer series. Rare continues to innovate with Conker heading up their wave of new ideas. And over at Sega, the newly independent teams seem to be coming up with breakthrough concepts every day. Let's hope an Arcadia series evolves soon and that Jet Grind Radio doesn't end up being a one off.

ILLUSTRATION BY ADRIENNE YAN

ILLUSTRATION BY CHRISTOPHER RYNIAK



## New Life for Old Franchises

### ...Something Old

It seems that several familiar games franchises are undergoing something of a renaissance. While many series have been stagnating on PS one and other systems, the new generation of consoles is allowing developers to express themselves further and bring these old familiar faces up to date. Aside from the PlayStation franchise highlighted in our cover story, you should also watch out for a reinvigorated Wipeout, Tomb Raider and Ninja Gaiden on the PS2, not to mention ToeJam & Earl on Dreamcast. Of course, when Gamecube arrives, we'll get the game everyone keeps asking for—Retro Studios' new Metroid title. Finally.

SLICK 50

## The ESRB

### Ranting and Rating

With outraged parents beating down doors in Washington for a quick-fix solution to adolescent-related ills without the hassles of actual parenting, we'll no doubt be seeing these guys around for a good while. Extending its reach most recently to online games, the board has sampled and rated several thousand games with one of its six age-sensitive categories since its 1994 inception. Given the growing presence and success of more controversial titles, we can expect age ratings and marketing restrictions to be a huge part of the upcoming year in gaming.














## episodic games

### Piece by Piece by Piece

Astute readers will remember that we highlighted episodic content in our very first Slick 50 feature, back when Capcom was readying El Dorado Gate, an episodic game that's hitting Japanese stores one chapter at a time. But now we're focusing on a new-and-improved publishing model that some hail as the future of game distribution—and this model doesn't involve stores at all. Instead, you download and pay for games in installments. "Anyone with access to the Internet can play a game much like you watch your favorite TV program—in episodes," said industry veteran Jim Perkins, president of Web Corp, which plans to publish episodic games for the PC, PlayStation 2, Xbox and even PDAs and cell phones. "If you like one episode, then you can download and play the next. Our try-before-you-buy model lets consumers avoid spending $40 for a game that disappoints them."

Sounds good to us. And it's not just Web Corp—which currently has eight episodic series in production—that's getting in on the act. Core Design wants to turn Tomb Raider into an episodic franchise, too. Although the main chapters in Lara Croft's next-gen escapades will still be sold in stores, Core plans to release side-story episodes in downloadable format. Expect episodic content to hit high gear late next year, when Xbox launches and Sony releases the PS2 hard drive.



## seganet

### Online Ignition

Now that SegaNet has finally gone live, more than 100,000 people have put their faith in online gaming and signed up for the revolutionary network. Initially populated by the hoards of NFL 2K1 fans, Quake III and NBA 2K1 will most likely spawn an even bigger wave of enlistees. Sega reports that members log on for an average of two hours per day and, for the most part, experience good connections with few disruptions. Will the pioneering network be enough to save the Dreamcast long-term? That's a tough call, especially now that Sony has unleashed the PS2 here in the States. But if the recent crop of impressive games are any indication, it'll have a long (by system standards) and happy life.



## SSX

### Finally, a Reason to Love Canada

EA Canada's reputation has been a little questionable lately, but with the release of SSX that's all changed. The developer from the Great White North literally came out of nowhere with the biggest surprise hit of the media circus that was the PlayStation 2 launch. Talk about a super way to revitalize a flagging image and a dying genre. Sure, it's not the most realistic snowboarding title, but that's what makes it great. The visual feast and over-the-top moves make SSX the perfect showpiece for your shiny new PS2. And anyone who can make us interested, much less addicted, to a snowboarding video game certainly deserves kudos.

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ILLUSTRATION BY GEOFFREY ZIPOLI

## New Directions in System Design

### Consoles Get a Facelift

The aesthetic design of a game system is always a tell-tale sign of how a company wants its hardware to be perceived by the public. Sony's decision to release the original PlayStation in a slim grey casing similar to Nintendo's most successful consoles sent the message that the PS one is not a multimedia machine (like 3DO); it's a game system. So what does the PS2—with its vertical stand, motorized DVD tray, and jet-black shell—say to consumers? It says, "Don't leave me in the kid's playroom. I'm supposed to be in the den, hooked up to a big-screen television and a hi-fi stereo system! I'm not just a game unit—I'm a multimedia machine!" It's ironic then that Nintendo's Gamecube—with its seemingly Mac-inspired square dimensions and playful colors—stands in stark contrast to the PS2. Mario's deck is appropriate for play in either an upscale entertainment cabinet or your little brother's play area. It even comes equipped with a handle, so you can cart it from room to room. And as for Xbox...only time will tell what this super-powered beast will look like. But it's becoming more and more obvious that, yes, you can tell a game system by its cover.

SLICK 50

# New for the PlayStation®2!

The critically acclaimed action game MDK™2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, MDK™2: Armageddon features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

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- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

MDK™2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. Bioware, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

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PlayStation 2

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# slick disasters

**These five things should be slick—but they're turning into fall-on-their-face failures...**

## 1 NFL GameDay 2001

We should have known to expect the worst when 989 kept this game hidden until just before the PlayStation 2's launch. Instead of a worthy adversary to Madden NFL 2001, we got a pigskin game with outa-whack collision detection, awkward animations and visuals barely a step above the PlayStation version. Heck, GameOay is barely better than Acclaim's Quarterback Club 2001, and that's about the harshest criticism we can throw at this game.

## 2 The Resident Evil Movie

A once-promising script based on the game series and written by George Romero has been ditched and rewritten by writer/director Paul Anderson. The new version shares little more than the title with the RE game, so prepare to enter the world of screenwriting horror in late 2001.

## 3 The Launch of the PlayStation 2

Right up through September, Sony claimed it would ship 1 million PS2s for the system's U.S. debut on Oct. 26. Well, we all know what happened. Sony had to cut the initial shipment in half because, it claims, of a less than bountiful yield from its chip-production plants. Talk about a bummer—especially for hardcore folks duped into buying systems on eBay for $1K. Some believe the shortage is part of a sinister Sony plot to boost hype for the system. We don't buy that. After all, Sony doesn't make its money from hardware sales—it's game sales that fill the company's coffers. And gamers aren't going to buy games if they can't find the systems. Ah well, there's always Majora's Mask and plenty of solid Oreamcast games to keep you busy until more PS2 trucks roll into your town.

## 4 The State of the Japanese Games Market

When an amazing game like Jet Grind Radio doesn't sell more than 100,000 copies in its home country, something bad's going on. Lately, the vast majority of Japanese gamers seem interested in only really big titles like Final Fantasy IX and DragonQuest VII. Even the once surefire music-games genre is hitting hard times. Let's hope this trend reverses soon.

## 5 Oddworld: Munch's Oddysee Scrapped on PS2

This here is as much a PR disaster for Sony—whose PS2 is being seriously dissed by developer Oddworld Inhabitants—as it is for gamers who were looking forward to this revolutionary title. Sure, Oddworld is now bringing the game to the Xbox instead, but that means gamers who bought the PS2 hoping to play Munch's Oddysee will have to spring for a whole new system this fall.

# Hironobu sakaguchi

## Hironobu Goes to Hollywood



Hironobu Sakaguchi is best known as the man behind the Final Fantasy series. If it weren't for his pioneering efforts (along with the help of Yoshitaka Amano), we probably wouldn't be playing RPGs as we know them today. But now Sakaguchi, stepping out from his usual role as game producer; the frontman for Squaresoft's most successful franchises has added the title of movie producer to his already substantial résumé. Bringing the Final Fantasy series to the big-screen was already challenge enough, but add the task of making it the most realistic CG movie ever made and the complexity of the project rises proportionately. As it often takes days just to render one second of on-screen footage, it's no wonder this top-secret project has been in the works for over two years now. Add in some of Hollywood's top acting talent to provide the voices, and you've got the makings of a critical and commercial blockbuster.




# Daytona USA 2001

## Let's Go Away!



Who doesn't love four-player coin-op Daytona USA? Although everyone's waiting for Daytona 2 on the DC, we're more than happy to pass the time with this updated online (yes!) version of the classic original. Sega is promising all the old tracks will return as well as the Desert City course from the PC version and Rin Rin Rink, a completely original circuit. Of course, the really exciting part is the online play. Up to four people can hook up and race any track along with up to six CPU-controlled cars. SegaNet players already have the sports and shootin'. With Daytona USA 2001—and Phantasy Star Online—SegaNet will have all the big genres covered.

PlayStation 2

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EVERYONE E ESRB

RenderWare 3 ASCII

PHOTO BY TOM SERVAIS

## smilebit
### Sega's Jetsetters




Responsible for the little-known "Let's Make a Professional Baseball Team" series in Japan, the former AM6 division, now known as Smilebit, made waves among the cognoscenti when it first released screens of Jet Set Radio (Jet Grind Radio in the U.S.). Utilizing the cel-shading technique to powerful effect, Jet Grind Radio combines the wide-open levels of Crazy Taxi, the vertically minded acrobatics of Tony Hawk's Pro Skater, and the animation-quality graphics of Fear Effect into one big amazing gaming powerhouse. With its pumping soundtrack and some cool quirky gameplay ideas (like allowing players to download any jpeg via the Internet and spray-paint them within the game), Jet Grind Radio put Smilebit on the lips of every critic in the industry as a development team to watch. Despite an inexplicably poor showing in Japan, Jet Grind Radio will most likely turn a lot of heads here in the U.S., and it will certainly boost Smilebit's street cred here. If JGR wasn't enough, Smilebit also has the amazing-looking Gun Valkyrie in the works, as shown at the recent ECTS.

## Tetsuya Mizuguchi
### Game Artists United by Fate



Tetsuya Mizuguchi may not be a household American name, but this groovy hep-cat is the leader of Sega's new-school. While Yu Suzuki is Sega's sage mentor, responsible for games like Virtua Fighter and Daytona USA, Mizuguchi-san is the youthful techno-loving wunderkind behind such legendary games as the Sega Rally series, Manx TT and most recently Space Channel 5 for the Dreamcast. Aside from cooking up the sequel to Space Channel 5, Mizuguchi and his development team, United Game Artists (formerly known as R&D 9), are currently devising a completely new game that is reported to break the mold on how games are played. Unfortunately, we have no idea what this is supposed to mean, but Mizuguchi offers this tidbit: "I can't talk about the new project yet, but things are going ahead. Very new, very conceptual, very first experience. I hope this game can realize a new fantasy." Make of that what you will, but judging from this man's past efforts, you can almost be sure it will be something special.

SLICK 50

## Hitmaker
### If the Name Fits...




Are these guys Hitmakers? They sure as hell are. The artists formerly known as AM3 are responsible for, among other things, Virtual On: Oratorio Tangram and the sleeper-hit Virtua Tennis. While their unreleased (in America) Derby Owner's Club isn't likely to make anyone's most-wanted lists here, two of Hitmaker's other upcoming arcade games might: Confidential Mission and Crackin' DJ. Confidential Mission hopes to pick up where Virtua Cop 2 left off, with light-gun-style action that emulates the best parts of VC, Time Crisis, House of the Dead and even Silent Scope. The graphics, as can be expected, are on point. Crackin' DJ, on the other hand, demands attention because of its bizarre visual style. Looking like...oh, we don't know, Jet Grind Radio characters on crack, Crackin' DJ—which is sure to out-DJ Konami's Beatmania—sports a wire-frame set of onscreen characters who respond to your machinations on the dashboard turntable featured on the arcade version. You can expect Confidential Mission and Crackin' DJ—both of which are Naomi-board titles—to hit the DC sometime next year.

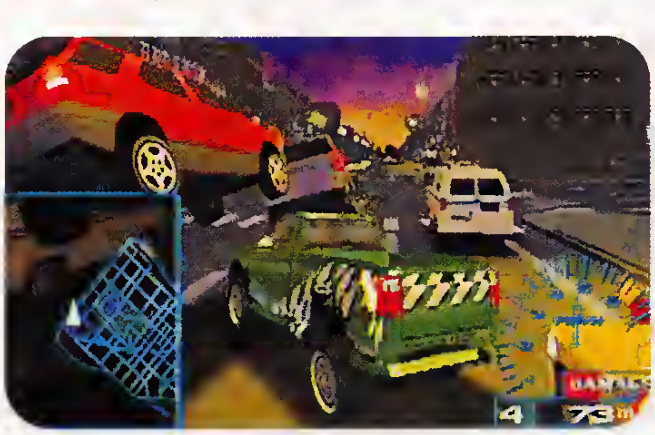



ILLUSTRATION BY PAUL GILLIGAN

# Games without Boundaries

## I Can See Clearly Now, the Fog is Gone

Every technological leap usually comes with a new genre of game created by it. Need proof? Look at two of the PlayStation 2's launch games, Midnight Club and Smuggler's Run: Both take advantage of the system's power to create completely free-roaming environments for you to race in and explore. Sure, this gameplay concept has been done on the PC before with mixed results (Microsoft's Motocross Madness shines as a fine example), and with little success on the 32-Bit systems in games like Driver, but never like this: no pop-up, no fog and horizons that stretch out for miles and miles.





## xbox
### Bill's Excellent Adventure

With 150 developers already signed on, more than 100 games in production, $500 million in advertising and arguably the most powerful console hardware specs ever, is there any way the Xbox can fail? Well, sure—Microsoft might suddenly pull out of the video game market and invest in four-slice toaster technology, but that doesn't look likely. Not only has the big M already swooned most major American developers, many of the big-name Japanese companies are onboard as well. Konami has several nifty games in the works (including a version of Metal Gear Solid 2) and word has it Square might bring a certain large RPG series to the Xbox as well. Is Sony worried? It should be. Are we excited? Df course. We can't wait until Microsoft unleashes the box next fall.

## motion-sensing control
### Duck, Tilt, Dance

Motion-sensing controllers don't have the prettiest past: The Sega Activator. The Mattel Power Glove. The Broderbund U-Force. All failures. But the next wave of motion-sensing technology looks to have a brighter future. The Samba de Amigo maraca controller keeps track of your height so you can concentrate on acting like the Chaquita banana lady. Kirby's Tilt 'N Tumble has you actually moving your Game Boy up, down and all around to guide the little pink rolly polly around maze-like levels. And the only way to dodge bullets in a cool new Konami light-gun arcade game is by ducking in real life; the game detects your motion and adjusts your view on screen accordingly. Look for more and more ideas like these as the technology becomes even smaller and cheaper to implement.



## game trailers
### Coming Soon to a System Near You




Movie trailers have become an enjoyable (and important) part of the moviegoing experience, and many game developers and publishers have taken a cue from them and begun making trailers for games. The highest-profile case is undoubtedly Konami's drool-inducing Metal Gear Solid 2: Sons of Liberty trailer, which was shown at E3 2000 and later released on DVD (with a Zone of the Enders trailer, too) in Japan for about $15. Since then, THQ included a trailer for its Evil Dead: Hail to the King game on the recent DVD special edition of Evil Dead II (and on the game's Web site). As games continue to get better in the sound-effects and graphics departments, game trailers will become commonplace. Before too long you may be enjoying the trailer for the latest Resident Evil or Final Fantasy in a movie theater.

SLICK 50

## metal gear solid 2
### The Only Game We Want, Really

In 1998, Konami released Metal Gear Solid on the PlayStation. The continuing saga of Solid Snake was heralded by many as the next evolution of video games—packed with the kind of gameplay that makes die-hard gamers weak in the knees and a cinematic flair that a mass audience could appreciate. In fall 2001, director Hideo Kojima and his team hope to repeat that feeling with Metal Gear Solid 2: Sons of Liberty on PlayStation 2 and Xbox. "Obviously there were a lot of ideas that kept popping up while we were working on Metal Gear Solid 1, but the actual development and planning (of MGS2) didn't begin until after the original was released in Japan," Kojima told us. If the throngs of wide-eyed gamers who camped out to see the nine-minute trailer at E3 (see above) are any indication, MGS2 will be *the* game to get in 2001.






## Tiburon Studios
### Swimming with Sharks



If there's one studio that's been quietly lurking the seas, looking for the right time to strike, it's Tiburon (Spanish for "shark") Studios. Located in Maitland, Fla., this sports-game juggernaut is off the beaten track, but they've managed to establish a studio as strong as any of its Silicon Alley competition. After producing tons of sports titles dating back to the Super Nintendo days, Electronic Arts finally nabbed this developer while they were making the move to the PlayStation 2. Their first release? Madden NFL 2001, one of the most popular and impressive games on the platform—one that no doubt puts them in the catbird seat of the PS2-centric Electronic Arts when it comes to assigning new projects. Their new backing hasn't made them too cocky, however. As the team at Tiburon put it: "If we weren't making football games, we'd be bagging groceries, playing on battle.net, or trying to make it in a band."

## WAP
### WAP It to Me



It may have a funny name, but WAP is one of the most important developments in online gaming for a while. While most gaming technologies in the online arena are focusing on broadband and high-speed network play, WAP is all about giving you Internet content and gaming on the go. Short for "Wireless Application Protocol," WAP is a technology that allows you to access the Internet, use applications, and even play games on your cell phone. It's growing at a phenomenal rate, and has already been embraced in both Japan and Europe where the gaming side of things has been extremely influential. A number of publishers already have plans to build WAP games networks, and there are even plans afoot to see many Game Boy games converted to the system. You'll just point your cell phone at the appropriate server, download the game, and get charged for it through your cellular bill.

SLICK 50

## Bleem! for Dreamcast
### Bleem Casts a New Sony Nightmare

Those of you who enjoyed the novelty of and turbulence caused by the original Bleem! should be excited to hear that the newest version (affectionately called Bleemcast), which allows original PlayStation games to be played on the Dreamcast, is still very much on the way. "We still don't have a street date or titles to announce," Bleem rep Sean Kauppinen admitted, "but we're confident people will be playing some games on the DC by the end of the year." Bleemcast worked wonders for the games being demoed at E3, upping the resolution to 640x480 and incorporating anti-aliasing to smooth out a lot of the PS jaggies. It'll also be a heck of a lot cheaper than a PS2.

## The Grid
### Quake Meets Mortal Kombat




When you think of popular arcade genres, Quake-style shooters probably don't top your list. But Midway's latest token-cruncher, The Grid (designed by the Mortal Kombat team), has quietly introduced the genre to amusement centers everywhere, bringing the thrill of multiplayer deathmatch to a whole new audience. "I always believed the reason Quake and Sin and all those other games never worked in the arcade," Programmer Ed Boon told us, "was because they were designed for the PC and weren't changed for the arcade. There simply are things you can't get away with in the arcade and we took those into account when designing The Grid." They also moved the camera behind the player, added arcade-style super moves, and a cash-earning system that unlocks secrets and hidden characters—including some familiar MK faces.

## Factor 5
### Nintendo's Rogue Squadron



Nintendo 64's Rogue Squadron is thought by many to be the best Star Wars console game ever made. The title was designed by Factor 5, a development team that has been closely tied to LucasArts and Nintendo since the release of Indiana Jones' Greatest Adventures on the Super NES. Factor 5 is an extremely important developer for Nintendo right now, considering the lack of third-party N64 games. By the end of 2000, we will see the release of two new Factor 5-developed N64 carts. The first—Star Wars Episode I: Battle for Naboo—will have players defending Queen Amidala's homeland from the sinister Trade Federation. The second is the highly anticipated Indiana Jones and the Infernal Machine, a game that will only be available for sale online and for rental at Blockbuster Video. But far more exciting is the rumor that Factor 5 might be responsible for the first Star Wars title to hit Nintendo's Gamecube.

## Phantasy Star Online
### This Revolution Will be Televised

Sega's finally brought online play to the console masses. And in January, they'll attempt to bring another console revolution to the American living room—four-player network role-playing in the form of Sonic Team's Phantasy Star Online. We've been waiting far too long for a new Phantasy Star game, and as long as this online experience is painless (which we're sure it will be), we expect to see more RPGs that have you questing with online pals. It looks like Sega is blazing yet another trail that will likely be followed by Sony, Nintendo and Microsoft within the next two years.



## Shuhei Yoshida
### The New Force in Sony First Party

There's a new guy in charge of game development at Sony Computer Entertainment America, and he's ready to make a few changes. A 14-year veteran of the company (he served as executive producer of Gran Turismo and Ape Escape), Shuhei Yoshida has stepped in to oversee all of Sony's internal development studios, most of which were part of Kelly Flock's 989 Studios before it was absorbed back into Sony. Yoshida has made no secret that he didn't enjoy all of 989's games, and he's hoping to revitalize key Sony franchises like Twisted Metal and Syphon Filter by making sure the teams get more time to work on their games and aren't forced to crank out an installment each year. "If you spend the time to finish a game and make it a success," Yoshida told us, "that allows other teams to spend time making a good game, too. So it's a very positive spiral."

SLICK 50

## USB Connectivity
### Unlimited Console Peripherals



Owners of the newly released PlayStation title RPG Maker have to scour resale shops if they want to pick up Sony's hard-to-find mouse peripheral. SegaNet newbies face the unpleasant possibility of having to wait weeks for toy stores to restock Dreamcast keyboards. Meanwhile, PC users can go to any electronics superstore and choose from a nearly unlimited selection of input devices. Such flexibility exists because most PCs are equipped with USB (Universal Serial Bus) ports, which provide hardware and software developers a single standard to develop for. As a convenience to consumers, Sony has equipped the PS2 with two USB ports. If you have a PS2, and you're playing a game that supports a keyboard or mouse—or perhaps, in the near future, a webcam—you can now select from the same wide array of peripherals that a PC or Mac owner can. Expect the Xbox to offer USB support, too. It's certainly a feature that game developers appreciate. "Any console creator who is putting together a system and is not including USB functionality is being shortsighted," said Cliff Bleszinski, lead designer at Epic Games. "You bring some of the great PC functionality to a stable platform without the configuration headaches that come with PCs."

## Playstation 2
### The Wait is Over. Or Not.

Lines formed 24 hours in advance. Second-hand units sold for upward of $1,000. People who had no idea what it was or did stood in line to get one for their boss' kids. Although these may sound uncannily like the events surrounding the Furby craze, they actually describe the launch of Sony's PlayStation 2 game console. With the most hype ever for a U.S. console launch, the PS2's launch put to rest any doubts (and there were few to begin with) that Sony's new system was destined for success. Expect some awesome new incarnations of old faves in the shape of Metal Gear Solid 2, Twisted Metal Black and Silent Hill 2, plus a load of new franchises as the system takes off. That long, cold night waiting in line on Oct. 25 may have been worth it after all.



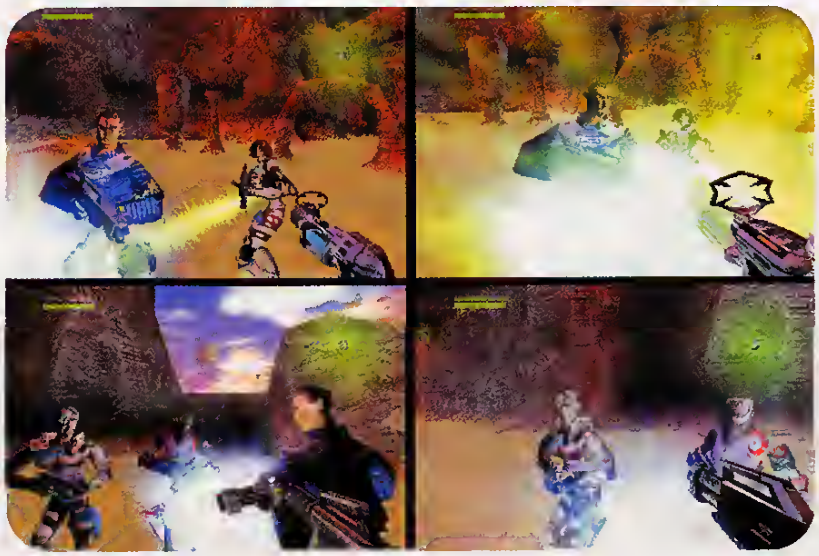

## Global Rankings
### Will the Real Frag Master Stand Up?

Competitive drive. It's the x-factor that keeps people online for hours at a time, challenging all comers to the newest first-person shooters. If you're a pro, you have to be asking yourself, "How good am I, really? Is it possible that I'm... the best?" If you're new to a death-match game and can't stay alive for more than 30 seconds at a go, you might be wondering, "Are there people out there who are closer to my competitive level?" Mplayer's Global Rankings (www.globalrankings.com) is a system designed to answer these questions by tracking the skill level of all participants, whether they're playing online console or PC games. Fifteen developers—including Activision and Eidos—have announced they'll incorporate Global Rankings' technology in their games. This will provide the hardcore with a reliable means of determining who stands as the number one player in, say, Quake III, and will also keep play more balanced for those who want to avoid taking on Arena masters. The usefulness of this stat tracker is not just limited to shooters: imagine going head to head with online gamers to determine the top team in a virtual football league!

## Free Radical Design
### The Name is Splitters... TimeSplitters




Those fortunate enough to have come away from the PlayStation 2 launch with a system, a Multi-tap, and a copy of TimeSplitters know the true meaning of gaming nirvana. To the uninitiated: Remember the sleepless nights that followed the discovery of GoldenEye's exquisite four-player deathmatches? TimeSplitters is the first post-Bond FPS to truly recapture that sense of awe. Sure, Perfect Dark is pretty intense, but it doesn't touch TimeSplitters when it comes to speed, visuals or control. It may seem astonishing that TimeSplitters is Free Radical Design's premiere title, but when you learn that this small Nottingham, England, company is comprised of ex-Rare guys with over 18 years of experience in game design, the picture becomes clearer. We know Free Radical has a TimeSplitters sequel in the works, but we're sure this won't be the only franchise spawned by this talented team.



SLICK 50

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# Review Crew

## This Month...

And you thought last month's review section was big—looky what we have here. 74, count 'em (and we know some of you will), 74 reviews. That's the most reviews ever in one issue of *EGM*, and more reviews than some smaller nations produce in an entire year. We enlisted help from freelancers and our sister magazine *The Official U.S. PlayStation Magazine* (thanks guys!), but the bulk of them kept the Review Crew busy this month—*very* busy. Yeah, we know—it must be tough playing video games all day. We're not complaining. But we didn't have enough time to play a few games that came in at the end of deadline for a proper review; check back next month for the final word on Lunar: Eternal Blue, Breath of Fire IV, and more.

## The Crew



### Crispin Boyer

While organizing this year's Slick 50 feature, Crispin took to calling himself "Slick Crisp" for a while. No amount of talc could cool the young Boyer down.

**Favorite Genres:** Action, Adventure



### Jonathan Dudlak

Beer, baloney and babes. The three things a growing game-editor needs. Should young Dudlak ever try to retire, we have the pictures. Oh snap!

**Favorite Genres:** Fighting, Action



### Dean Hager©

Deano is currently making a new Hair™! Should our managing editor cultivate an "Atomic-Mushroom Super-Holy Jimmy Walker Afro Bowl" or not? YOU DECIDE!

**Favorite Genre:** Sports, Racing



### Chris Johnston

After camping out overnight for a PS2 with GJ Sewart, CJ came away with a system. But not before "leaving his mark" in the alleyway behind the store.

**Favorite Genres:** Adventure, Puzzle



### Kraig Kujawa

So disgusted was Kraig with 989's GameDay for PS2 that he decided he would not use the numbers 8 or 9 in any aspect of his daily life anymore.

**Favorite Genres:** Sports, Strategy



### Dan Leahy

"Aloha" Leahy could be heard down the hall shouting "I, Claudius! I, Claudius!" We have yet to wrest the toga from him, and aren't sure we want to.

**Favorite Genres:** Sports, Action



### Ryan Lockhart

Ever since Ryan got his new corporate card, he's been burdened by the position of "Official Deadline Dinner-Bell Boy." He can hardly wait to go home.

**Favorite Genres:** Adventure, RPG



### Mark MacDonald

Mark just noticed John Davison was accidentally not included on this month's bio page, so in John's place he says "Blimey! Football! Princess Di!"

**Favorite Genres:** Action, Adventure



### James Mielke

Milkypop decided to throw an industry-wide party this month, to which all the honeys were invited. He's busy sweeping up the underpants as we speak.

**Favorite Genres:** Fighting, RPG



### Greg Sewart

Greg had himself surgically welded to his copy of Shenume. The stitches won't be out for three weeks, but OH! how it's worth it, baby. Pity poor, Gregmue.

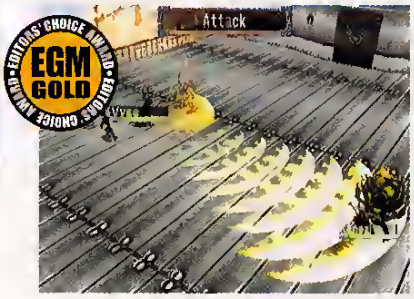
**Favorite Genres:** Racing, Action, RPG

## Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

*EGM* rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

## Game of the Month




### Skies of Arcadia Pg. 195

Since the PS version of Tony Hawk 2 got game of the month honors already, we didn't figure it was right to give it to the DC port as well—so the award goes to...Skies of Arcadia? Wow, we're as surprised as you—Sega's awesome RPG really came out of nowhere and blew us away.

**EDITORS' CURRENT FAVES**

| | | |
|---|---|---|
| 1 | Quake III Arena<br>Sega | |
| 2 | SSX<br>Square EA | PS2 |
| 3 | Zelda: Majora's Mask<br>Nintendo | |
| 4 | Skies of Arcadia<br>Sega | |
| 5 | Jet Grind Radio<br>Sega | |
| 6 | Capcom vs. SNK<br>Capcom | |
| 7 | TimeSplitters<br>Eidos | PS2 |
| 8 | Shenmue<br>Sega | |
| 9 | Samba de Amigo<br>Sega | |
| 10 | Tony Hawk's Pro Skater 2<br>Activision | |

## Our Awards

**Platinum Awards** go to games that get three 10's, the best and rarest review a game can get.

**Gold Awards** go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**

## Additional Contributors

| | |
|---|---|
| **Ethan Einhorn** | Ethan is *EGM*'s Senior Crappy-games-that-no-one-else-wants-to-play Editor |
| **Joe Funk** | Ex-*EGM* EIC Joe is gone but not forgotten. He chimes in with a couple timely reviews. |
| **Andrew Pfister** | The Pfist of Doom can't get enough kart racers—which is good, 'cause that's all he gets! |
| **Mike Price** | Freelancer Mr. Price knows more about wrestling games than any of us would care to. |
| **Shawn Smith** | Shmitty is back at school and looking more and more like Flash Gordon every day. Lucky feller! |
| **Gary Steinman** | Managing Editor for *OPM*, Gary wishes he actually had enough space to say anything. |
| **Todd Zuniga** | Todd works on *OPM* too, where he amuses us all with his bad skateboarding and spiky hair. |

## Jet Grind Radio



| | |
|---|---|
| **Publisher:** | Sega |
| **Developer:** | Smilebit |
| **Featured In:** | *EGM* #134 |
| **Players:** | 1 |
| **Supports:** | SegaNet, Jump Pack |
| **Best Feature:** | Cool cel-shaded graphics |
| **Worst Feature:** | Dragula! |
| **Web Site:** | www.sega.com |

This game was already great before it was brought here, but the fact that Sega seamlessly integrated a whole new city, and a well-designed one at that, into the U.S. version is truly impressive. **Jet Grind Radio is like nothing I've ever played before**, and it'll likely spawn more than a few clones. I'd try to draw a comparison to other games, but it's not possible. Most importantly, it's fun to play. From racing your fellow "Rudies" around town to leaving your mark on every flat surface in sight, JGR always kept me coming back for more. For all you artists out there, you can even create and trade (over the Net) your own custom graffiti tags before heading out to wreak a little havoc. True, this is no Tony Hawk, since all the tricks you can pull are pretty much done automatically. But concentrating on arbitrary button motions to pull off some dazzling acrobatics isn't the point anyway. Although I do have one gripe about the control, and that's how the camera's used. The camera and "tag" command share the same button, so you'll sometimes end up moving the camera to weird angles and screwing yourself out of finishing the level. That's the only real reason this game isn't getting a 10, other than the fact that Sega decided to use Rob Zombie's Dragula in the game . good Lord, haven't we been subjected to this song enough? I think it's been in every game since 1998. Nonetheless, you should buy Jet Grind Radio. **Greg**

This game is a godsend. Pioneering the cel-shading technique that will become commonplace in no time, **Jet Grind Radio is the sweetest-looking game in town**. Couple that with the simple but engaging gameplay and an ass-kicking soundtrack, and the package is practically unbeatable. Although there is no multiplayer or Internet-play, there's always room for that in the sequel. For the time being, an extra city to scoot around in, and the ability to download jpegs from the Net and tag them onto walls is more than cool enough. Why this didn't sell in Japan is beyond me, but you'd be making a mistake if you didn't pick this one up. **Milkman**

This is one of those rare games that looks so damn good it's fun just to watch other people play. The fresh (as in original, and as in "stoopid fresh") graphical style is matched by technical excellence, h-u-g-e detailed levels and a silky framerate. Oh yeah, Jet Grind is a blast to play too. **Comboing grinds on everything in sight is an acquired and addictive skill**, and the ability to create or import your own graffiti is icing on the cake. There are a couple annoyances: The camera has a tendency to wander, and the button to bring it back is unfortunately the same that works the spray paint. But overall, JGR is Sega at its finest: unique, stylish and just plain fun. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 9 | 8 |

## Metropolis Street Racer



| | |
|---|---|
| **Publisher:** | Sega |
| **Developer:** | Bizarre Creations |
| **Featured In:** | *EGM* #132 |
| **Players:** | 1-2 |
| **Supports:** | SegaNet, Jump Pack |
| **Best Feature:** | Superb control |
| **Worst Feature:** | Having to replay races over and over |
| **Web Site:** | www.sega.com |

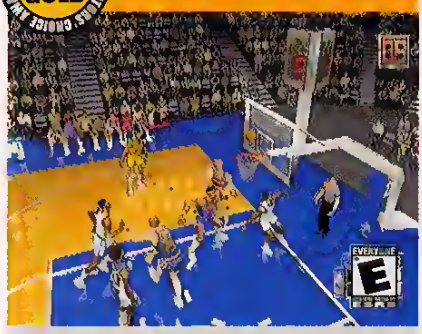
MSR isn't just another GT ripoff. The Kudo system, where you gain points for fast, stylish driving and lose points for ramming obstacles and other cars, is really unique and a lot of fun. That is, until you find yourself playing the same race over and over again to gain one or two extra points. This would be fine if it happened late in the game, but we're talking the second chapter here. Other than that, the game is great. There are loads of cars to unlock (though you can only have three in your garage) as you progress through the myriad of different races: from simple time trials to multi-race championships. A very cool feature is how MSR uses the DC's internal clock. Whether you race in Tokyo, London or San Fran, the game figures out what time it is there and sets the track to day or night accordingly (kinda like Steep Slope Sliders on the Saturn). It's too bad the night setting is so friggin' dark. Prepare to turn the brightness on your TV up quite a bit. **Control-wise MSR is pretty much perfect.** The cars stick to the road realistically but will break loose if you apply too much power in a turn or try to accelerate out of a slow spin. I even like how Bizarre approached the music: You listen to a radio station on each track (complete with static breakup through tunnels), or you can choose to create a custom playlist. I want to love this game and give it a really high score, but—Argh!—the extreme difficulty prevents it. **Greg**

MSR offers some unique racing locales, which look just like the actual locations they are based on. The scenery, lighting and weather conditions all reflect a serious attention to visual detail throughout the game. Although MSR is worth trying out for its ambient novelty, it's **a very frustrating game to work through** long-term. Earning points to advance in the game is a major battle, as you play through the same courses repeatedly to iron out a few tiny mistakes. When you hit a wall and find out you not only lose a ton of time but also get penalized points, you'll most likely want to wing your controller across the room, so have a few extras handy. **Jonathan**

If you're really, really patient and super meticulous you just might beat this game. Seriously, it's one tough nut to crack. Many of the challenges require perfect runs. It's cool though; the gameplay is tight and the cars handle well. **If it were the least bit sloppy, getting through this beast would be pure hell.** So if you're up for many hours of pinpoint accurate racing—this is the game for you. Personally I think it's a bit too ambitious, or dare I say "challenging." In addition, I wish it were possible to access the better cars for a quick race without having to complete 4-5 chapters first. And some of the environments are just too dark and disorienting. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 8 | 8 | 6 |

## NBA 2K1



| | |
|---|---|
| **Publisher:** | Sega Sports |
| **Developer:** | Visual Concepts |
| **Featured In:** | *EGM* #135 |
| **Players:** | 1-8 |
| **Supports:** | SegaNet, Jump Pack, VMU |
| **Best Feature:** | Online play |
| **Worst Feature:** | Shootin' laggy j's |
| **Web Site:** | www.sega.com |

THUD! That's me hitting the floor after my first impressions of NBA 2K1. Last year's title was above average, but like so many rookies in the league it mimics, it needed to concentrate more on the fundamentals. Visual Concepts did just that and the result is astounding. **It's no longer a block n' dunk-athon.** The game packs tons of improvements, but obviously online play tops the charts. Get up to eight freakin' ballers on the court with not one CPU controlled chump in sight. The intensity of multiplayer online hoops is almost as tangible as it is on the real court. You'll scream "Dude, I've got Marbury...Switch!" In-game action features a much better representation of player contact than last year's title, as guys do the bump-and-grind in the paint and defend the perimeter properly. On the offensive side of the ball, VC has given gamers a wider spectrum of moves to employ. Guards shake and shiver by defenders, forwards swoop to the rack, and the power guys drop step their way to dunksville. This game just exudes hoop savvy. Franchise Mode is in there, as is Street ball and some other treats, but I'll be getting my Spalding-burgers online, thank you. My one gripe is that lag affects this game moreso than NFL 2K1. Shooting a precise jumper requires exact timing. Lag hampers that equation. But hey, find good connections, adjust a bit (if Quake guys can do it, we can too) and move on. Look for Hossman. **Dan**

Visual Concepts gets an A+ for this sequel. They fixed the bomb pass problem (last year the computer players couldn't catch) as well as the errant throws to guys standing out of bounds. Oh yeah, the Center doesn't inbound the ball every time either. So essentially **they fixed all the crap I bitched about last year. Now I love it.** It's gorgeous, fluid and competitive as hell. What more could you ask for in a basketball sim? If I could change one thing however, I'd add a few more special moves. There's a decent amount but hey, we could always use more. Online play is pretty good—with a good connection it runs almost as fast as a regular game. Don't think—buy it. **Dean**

NBA 2K1 is a welcome breath of fresh air because it's actually a challenging basketball game. To score and breakdown defenses you'll have to think and not just drive your way recklessly to the hoop every time, and the computer is pretty crafty as well. It's the first time I've had to think while playing a hoops game in a while, and that's a big compliment. Sega Sports is truly on a roll. In addition to adding online play, **they've managed to fix most of the flaws from last year's game.** The rebounding is still sluggish and the computer isn't good at fast breaks, but if those are the only complaints I can muster, then you must know it's worth getting. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 8 | 9 | 9 |

## pod: SpeedZone



| | |
|---|---|
| **Publisher:** | Ubi Soft |
| **Developer:** | Ubi Soft |
| **Featured In:** | *EGM* #133 |
| **Players:** | 1-4 |
| **Supports:** | SegaNet, Jump Pack |
| **Best Feature:** | Internet play |
| **Worst Feature:** | Janky control |
| **Web Site:** | www.ubisoft.com |

Due to the nature of Psygnosis' relationship with Sony, it was a stroke of sheer loophole-luck that WipeOut ever wound up on the Sega Saturn. Since there is little chance of that happening on Dreamcast, other publishers have scrambled to fill that void. MagForce Racing was one wretched attempt, and more successfully, Ubi Soft arrives with pod: SpeedZone. First the good news. SpeedZone provides numerous "pods" to race with, with more unlockable, ditto for the tracks. Each track contains a Beetle Adventure Racing-ish (read: tons) amount of shortcuts and secret paths. The better for racing, my dear, as well as swank Internet-play that allows up to four racers to square off against each other online. There is also a good number of weapons to derail your opponents with, a welcome factor since each pod has a damage meter, meaning you can permanently remove the opposition. On the downside, **the pod designs are generally unsightly, blobbish disasters**. The tracks could also use improvement. Ill-conceived obstacles and course diversions sap the flow of the races. But control is perhaps the biggest weak point as your car feels way too heavy to provide any sense of feedback. Instead, you careen into walls at sharp turns. The turbo boost never quite earns its keep either. Speedzone certainly provides ample value. Pity the gameplay doesn't follow suit. **Milkman**

To be successful, a racing game needs a sense of excitement. Whether it's created by really high speeds, flashy graphics, tough competition or the anticipation of having a missile shoved up your tailpipe, something needs to make your palms sweat. This game has none of that. The vehicles are weird, the power-ups suck, the tracks are boring and the music is plain bad. It feels like an old PC game (for good reason). **Even decent online play isn't enough to save pod from mediocrity.** This may have been a fine game were it released in September '99, but with titles like Le Mans and Ubi's own Speed Devils out there, pod is best left alone. **Greg**

For some strange reason I kept getting Crash and Burn flashbacks while playing pod, and that's not a good sign. Perhaps the cars' sluggish feel had something to do with it, or the way they don't even really seem connected to the track, I don't know. It doesn't help that the power-ups are kind of poor, and the tracks seem way too long and uninspired at times. In fact, **if it wasn't for its internet play, I wouldn't have played pod for half the time I actually did**. This saving grace does get tiring after a while though (once you're in first it's too easy to stay there), so racing fans should just rent, and save their cash for Speed Devils for online thrills. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 5 | 5 | 7 |

## Quake III Arena



| | |
|---|---|
| **Publisher:** | Sega |
| **Developer:** | Raster/id Software |
| **Featured In:** | *EGM* #135 |
| **Players:** | 1-4 |
| **Supports:** | SegaNet, Keyboard, Mouse, VMU |
| **Best Feature:** | Online deathmatch |
| **Worst Feature:** | Limited to four players |
| **Web Site:** | www.sega.com |

Yeah, there are better single-player first-person shooters out there, but if you have never played multiplayer online deathmatch, prepare for your whole world to change. In the transition from the PC to DC, they got almost all the big stuff right: the game looks incredible and moves smoothly, even in the split-screen modes. All the superb weapon effects and detailed otherworldly levels have been retained, making QIII **the best-looking game in the genre—outdoing even its PS2 peers**. Ingenious level designs (including the new DC-exclusives) make for battles that can always be strategic, but never boring. The weapons, the characters, alternate play modes (teams, tournament and capture the flag), the fully customizable controls, the number of options—all excellent. The online play is really impressive for a 56K modem—a bit jumpy at times and you won't be using the lightning or rail gun really effectively, but otherwise one helluva ride. My one big problem is the four-player limit. Otherwise the complaints are minor, but numerous. You can't search by name for friends on the Net, the interface needs polish, there's no score display, and the showscores covers the whole screen, plus there's no option to simplify the graphics to up the framerate like on the PC, but the game does it automatically in split screen. If you're at all into shooters, grab a mouse, keyboard and this game. **Mark**

As a die-hard console gamer, I'd never played QIII before. But it makes a good console game—and a great addition to SegaNet's lineup. The one-player game's OK, but **playing online will suck away hours of your life.** Lag isn't unbearable and the framerate is solid for the most part. My only real complaint is that there's no place in the game's interface to meet up with friends online. You have to all know the exact server IP address and port number, and if you only have one phone line, forget about it. Using the DC pad was fine for me (at first)—but you'll be horribly handicapped if playing against someone who has a mouse/keyboard. Lotsa fun. **Chris**

I was skeptical of how much fun I would have with this relatively old PC game, but my concerns have been squashed. **I'm having a blast with QIII, even though I pretty much suck at it.** Sega has spiced the interface and graphics just enough to make it feel more at home on a console, while still keeping everything Quake-ish enough not to upset hardcore fans. The online play only allows for four people at once, but it's a small price to pay for the smooth online combat that makes it so great. The single-player arenas get boring, but that isn't what this game is made for. Regardless of your Quake strategy, make sure you arm yourself with a keyboard and mouse. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 7 | 8 | 9 |

## Red Dog



| | |
|---|---|
| **Publisher:** | Crave Entertainment |
| **Developer:** | Argonaut |
| **Featured In:** | *EGM* #136 |
| **Players:** | 1-4 |
| **Supports:** | Jump Pack |
| **Best Feature:** | Originality |
| **Worst Feature:** | Sporadic difficulty |
| **Web Site:** | www.cravegames.com |

Red Dog isn't a game that immediately strikes you as unique. You drive around, you shoot things. Sounds pretty run-of-the-mill, doesn't it? Well, think again, **this is one of the big sleepers of the year.** The special thing about Red Dog is the amount of control and strategy in this action game. There's no run-and-gunning in one direction here; instead, you must swivel your turret, carefully aim and pick off baddies close and far away—often while you're on the run. The game gets hectic when you must decide when to use your lock-on missiles, power-ups and the energy from your reserves to beef up your lasers. And that's not even mentioning the best thing in the game: your grid-like reflective shield. Red Dog's enemies throw a mess of hurtful things at you, and that's when you can go on the defensive, which becomes the offensive, since blocking energy bolts sends them flying in other directions. Killing enemies with a great Pool-like ricochet shot is not only cool, but sometimes required. The graphic detail is impressive and makes you want to go on to the next level, which is sometimes a little too tough because of some frustratingly hard end-level bosses. You can get a little help by completing extra challenge levels (which are also hard), but the difficulty could prove too much for all but hardcore players. The surprisingly deep multiplayer modes (Deathmatch, Flag, Tag, etc.) offer something anyone can play, fortunately. **Kraig**

I'm not sure what's happened to Argonaut since the days of the original Star Fox, but Croc and Buck Bumble didn't quite cut it, and neither does Red Dog. While the game is certainly attractive enough, the stilted gameplay reminds me of Wild Metal. Yeah, it's cool to rumble over Mars-like landscapes and blow stuff up, but when it's delivered at a stop-start pace, then it's no darn good. The framerate stays peppy, and the controls are able enough, but strafing's a bitch, so more often than not, you're a sitting duck while you get the enemy in your crosshairs. Still, **the multiplayer action is diverting**, and it will probably keep less-demanding gamers entertained. **Milkman**

A nice treat for shooter and mech fans alike, Red Dog is the **closest thing to a 3D Blaster Master we've yet seen.** It's consistently fun to play, and no less than top dog graphically. A wide variety of stage settings show off some really rich artwork and textures, which complement the innovative gameplay. A reflective shield, for example, is often as effective against baddies as one of the many power-ups, making defense strategies equally as important as attacks. On the flipside, the game is flat-out tough at times, mostly because of the frustrating gunsight controls. The aiming takes some getting used to, but all in all, this title's sweet PS2-mediocrity relief. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 6 | 7 | 8 |

## Samba de Amigo



| | |
|---|---|
| Publisher: | Sega |
| Developer: | Sonic Team |
| Featured In: | *EGM* #133 |
| Players: | 1-2 |
| Supports: | SegaNet, Maracas Controller |
| Best Feature: | Rump-shakin' tunes |
| Worst Feature: | $80 maraca controllers |
| Web Site: | www.sega.com |

I love this game. Games like Samba and Konami's Dance Dance Revolution are bringing Japan's most popular genre—peripheral-based music games—to the U.S. And **it's about damn time!** A few factors will decide how fun this game's going to be for you. One: Do you tap your feet, nod your head, or like to dance to good music? Two: Are you willing to buy at least one pair of maraca controllers (at $80 a pop)? And Three: Do you have a group of friends who are not ashamed to make fools of themselves at the expense of having a good time? If the answer to all three is yes, then what are you waiting for—run to the store and buy this game. Your non-gamer friends will get into it if you demonstrate it for them. A Challenge mode helps you hone your maraca-shakin' abilities and unlocks a few extra songs (such as Reel Big Fish's ska version of the A-ha classic "Take On Me"). The hardest Challenge levels are nearly impossible for all but the most skilled. You can download unlock saves for more songs from classic Sega games through the game's Internet option. A handful of mini-games and a "Love" mode (both under the Party option) round out the game. The only major drawback to Samba is the amount of cords to deal with when you've got two maraca setups—it requires a fairly open space to play in. A great game that'll get you a little exercise, is innovative, and more importantly—fun. **Chris**

Yes, it's expensive. And yes, you look like a complete idiot when playing, but man, is it fun. And tiring. My arms are on freaking fire, but I'm smiling, and that's all that counts. **Samba de Amigo is a blast**, and Sega deserves a lot of credit for not only bringing it out, but including the maracas as well. And even though there's tons of songs already packed in, it's cool how you can unlock and download new tunes, including keen Sega themes like those from Burning Rangers and Afterburner (very, very cool). I just wish the Samba package didn't cost so much, it makes me wonder how many potential maraca maniacs might be passing it by thanks to the high price tag. **Ryan**

This game is so much fun! Although the maraca controller is a little expensive, I think it's well worth the price. Just find a friend willing to cover the cost of a second set and you've got **a party game that can't be beat.** All the music in Samba is excellent stuff that you'll be humming along with (I particularly like "Take On Me," nice blast from the past). Sega even went the extra mile and added a few new modes to the Dreamcast version of this arcade port. The "love" game is pretty neat, where it measures how compatible you are by the shake of the maraca. But it kinda worries me that CJ keeps talking about becoming "Love Amigos." Buy Samba de Amigo. **Greg**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 10 | 10 | 9 |

## Skies of Arcadia



| | |
|---|---|
| Publisher: | Sega |
| Developer: | Overworks |
| Featured In: | *EGM* #135 |
| Players: | 1 |
| Supports: | SegaNet, Jump Pack, VMU |
| Best Feature: | Story line |
| Worst Feature: | Number of battles in certain areas |
| Web Site: | www.sega.com |

What an incredible, incredible RPG. **I haven't had this much fun playing a role-playing game in years**, and Arcadia has quickly become one of my favorite Dreamcast releases. The strange thing is, at least as of a few days ago, I wasn't even really looking forward to Skies of Arcadia; all that was on my mind was Grandia II and Phantasy Star Online, but now I'll be very surprised if either of these games comes even close to delivering an experience as grand as the one found here. The story in Arcadia is amazing, not to mention insanely long (there's a very good reason why this game comes on two CDs, and no, it's not because of CG movies), the characters are full of life, and the graphics, while plain in some areas, are simply breathtaking in others. But the reason I love this game so much is because Arcadia is a real, true-to-goodness traditional RPG filled with all the classic traits that make these games great, but still featuring enough new aspects to give it a very unique feel. You'll have to use high amounts of strategy in the battles (you have to balance your spirit bar to unleash special attacks) and it's cool how you have full control of which spell classes you'd like to excel in. There are a few small problems though: Attacks come frequently during some areas, and the story line pacing is a little slow during a couple of parts, but it doesn't diminish the fact that Arcadia is an epic RPG, one that shouldn't be missed. **Ryan**

Not since Panzer Dragoon Saga has Sega hosted such an engaging RPG on one of its platforms. **Combining some of the best features from old and new game influences**, SoA even outshines some of Square's best efforts at times. Although turn-based, the battle system keeps the game's flow going with idle animations for party members, and quick but gorgeous spells and special attacks. The battles are well-balanced, the characters are very endearing, and the story elements exciting. The diverse musical score, while not phenomenal, keeps you from wanting to kill the volume after five minutes—a big plus. SoA's truly a must-have for RPG gamers. **Jonathan**

Easily the best-looking RPG yet (believe me, get to disc two), Skies of Arcadia lives up to the hype that its Phantasy Star lineage provides. A unique battle-system, a tight-knit group of characters, a wonderful story line, great spell-effects, lots of secrets to find, an epic, melodramatic quest, and the best airborne battles since Panzer Dragoon Saga, **Skies of Arcadia is one of the best RPGs ever.** Once you obtain your own ship, start acquiring a crew, and customize the bejeezus out of your island base, the game gets even cooler. While it's not expected for any RPG to reach the heights set by Final Fantasy, Skies is as good as any RPG you'll find. Get it. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 9 | 8 |

## StarLancer



| | |
|---|---|
| Publisher: | Crave Entertainment |
| Developer: | Digital Anvil/Warthog |
| Featured In: | *EGM* #136 |
| Players: | 1-8 |
| Supports: | SegaNet, Jump Pack, Keyboard |
| Best Feature: | Awesome online play |
| Worst Feature: | Confusing button setup |
| Web Site: | www.cravegames.com |

I'm a big fan of the Wing Commander series (what Chris Roberts did before starting Digital Anvil), but games like this always lose something when they're ported to consoles. StarLancer's probably fared the best out of all of them, but the seemingly endless button combinations needed to perform some of the easiest tasks can grow tiresome. The other aspect missing in this port is the between-mission roaming around the ship and the FMV mission briefings. Besides that, though, StarLancer is a quality port. All the frantic dogfighting action translates well with high-quality graphics and cinematic music. Huge ships and a multitude of enemy fighters will fill your view with hostile fire and missile after missile. It's really intense. If you were into WC, you'll be into this. The best part, though, is the multiplayer game. Getting a group of eight people all within the same space, either on teams or in a free-for-all, is just awesome. And every time we tried the online play it was lag-free. As a single-player game, though, this is just above-average. Mission after mission of space combat is fine on a PC, where you have a keyboard and flight stick available to you, but on a console it won't keep any but the hardcore fans excited for long (the DC keyboard is for chat only). Besides, I really miss the great plot's earlier titles like Wing Commander IV had. StarLancer is still **a solid game and a great online experience**, but not spectacular. **Greg**

This game brought back good ol' memories from the Wing Commander series, right down to the "kill" score board that I always checked after each mission. **There's absolutely nothing in StarLancer that hasn't been done before in PC space games**, but that doesn't matter since very few have made it to a console system. The graphics are fantastic and the atmosphere of the game sucks you in, even though the co-pilot chatter gets annoying sometimes. What's most impressive are the intuitive controls that use various heads-up displays to make up for the lack of a keyboard. Crave really made this PC port one that Dreamcast owners will want to look forward to. **Kraig**

From the minds who brought you the Wing Commander series on PC, **StarLancer is a different kind of console space-combat game.** Much of its story unfolds within the missions rather than during FMV cinemas, and wingmen play a more important role. The game is nice to look at, with its detailed textures and flashy effects (wait 'till you see a capital ship's shields ripple under your blasts). Missions are well-designed (you'll go against a massive asteroid fortress, for instance), but some of the more chaotic sorties get confusing. Fortunately, StarLancer lets you continue to the next mission if you flub a few objectives. Control takes getting used to. **Crispin**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 5 | 7 |

# Shenmue



| | |
|---|---|
| Publisher: | Sega |
| Developer: | AM2 |
| Featured In: | *EGM* #128 |
| Players: | 1 |
| Supports: | SegaNet, VMU |
| Best Feature: | Amazing graphics |
| Worst Feature: | Story lags on the third disc |
| Web Site: | www.sega.com |

It seems like we've been waiting a lifetime for Yu Suzuki's baby to hit our shores. Shenmue, like so many other Sega titles, promised to push the envelope and break new ground in the adventure game genre, and it does just that. The fully realized town, complete with suburb, residential, shopping and harbor areas, needs to be seen to be believed. The sheer detail is astounding, not to mention the fact that it's all fully populated with pedestrians, vendors and delivery people (you'll even catch a glimpse of Santa as you approach Dec. 25). To add even more life to this virtual world, the sun rises and sets according to the game clock (which is faster than real time, of course) and the weather changes randomly from day to day. During the Christmas season it even snows, coating everything in a blanket of white that makes the landscape look particularly majestic.





**The toys Ryo can collect run the gamut from totally cool to downright bizarre. Sega nuts will see lots of familiar faces.**

So we've established that the presentation is wonderful, but how does it play? The exploration, Quick Time Events (think Dragon's Lair) and free battle (now think watered-down Virtua Fighter) all flow together very well to tell an engaging story that only suffers once at the start of disc three. What really makes this game, though, are all the extra things Ryo can do. Go to the arcade and play Space Harrier or Hang-On. Race a forklift (something you'll do very often), collect toys and cassette tapes, train at the Hazuki dojo, the list of extra things to do in Shenmue goes on and on. And unlike traditional RPGs, you really feel like you're living the life of young Ryo, out to avenge his father's murder. Without even noticing it you become attached to him and his circle of friends, through the most realistic "life simulator" ever released. Was it worth the wait? Definitely. Shenmue pretty much defines a whole new genre, and will leave anyone who manages to finish the game with high expectations for the sequel.

**OK, so maybe it's not as insane as Dynasty Warriors 2, but there is a point in Shenmue where Ryo and a partner will take on 70 attackers at once (left), including three boss characters!**



With all the hype surrounding Shenmue I have to say I was skeptical it could ever live up to the lofty expectations. But it did. Shenmue starts out really slowly, but the jaw-dropping graphics are more than enough to keep you interested, as is the opportunity to interact with everyone and everything you see. Once the story really does get under way, though, it's hard to put this game down. Some may view it as an overhyped tech demo for the Dreamcast, but Shenmue is much more. **I've never played a game that integrated so many different genres so well.** From the myriad of fun and challenging minigames to the pseudo-Virtua Fighter battles, you'll find yourself up late at night just to see what'll happen the next time Ryo crosses paths with the Chinese gang that killed his father. There's even a bit of a love story here, but it's very subtle—a welcome change from all the games that hit you over the head with the romantic entanglements of their main characters. The real beauty of Shenmue, though, is the incredible amount of extra things you can find and do throughout the adventure. The game features more replay value than any adventure title I've ever seen before. The only real concern I had with this game at first was the mediocre voice acting, though it definitely got better as the game progressed. As far as I'm concerned, Yu Suzuki succeeded in realizing his vision for Shenmue, and here's hoping more follow. **Greg**

With material that spanned two E3 shows and a lot of hype in between, Shenmue has a lot to live up to. Visually, it does that and more. No two of the hundreds of different characters are alike, and the environments exhibit insane detail. You can interact with just about everything in a verbal or tactile manner. On the opposite end of the spectrum lies some pretty weak voice acting and translation, which could have been avoided with mere subtitles. Because of the obviously Japanese setting, keeping the native language audible would have worked exceptionally. **Despite its shortcomings, Shenmue is a uniquely engaging gaming experience.** **Jonathan**

As a Dreamcast tech demo, Shenmue is totally amazing. The graphics, the amount of detail, voices, variety of places you can go and people to talk to—it's breathtaking. But as a game it doesn't fare quite so well. **You spend way, way too much time in stunted conversations** (especially on the first disc) looking for just the right person or item, and with no way to speed up time you often have to just wait, bored off your butt (the minigames help for a bit, but get old). When you are in the action sequences or when the story is actually progressing, there is nothing like it, but those moments are too few and far between. Impressive but I wanted more excitement. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 7 | 8 |

# IT'S NOT JUST ABOUT RACING ANYMORE!

"The battle mode in Rush 2049 has to be the best four player combat game available on the Dreamcast." – *IGNDC.com, 9/00*

"The whole damned thing rocks" – *EGM, 12/00*

"One of the truly great games just got even better. ★★★★★" – *Next Generation, 11/00*



BATTLE



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Dreamcast

NINTENDO 64

GAME BOY COLOR

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## Test Drive Le Mans




**Publisher:** Infogrames
**Developer:** Infogrames
**Featured In:** *EGM* #136
**Players:** 1-2
**Supports:** VMU, Jump Pack
**Best Feature:** Sensation of speed
**Worst Feature:** Limited adjustability
**Web Site:** www.infogrames.com

This amazing title is the very definition of a sleeper hit. Sleeper because no one (including us) expected it to be so damn good. **The sensation of speed is simply astonishing.** The in-car view nestles you about two feet off the rushing pavement. The road textures (skid marks, paint markers and best line paths) flow by at a fluid 60 fps, yet still maintain photo-realistic detail. The trees, houses and other stationary objects follow suit. The car models are the best I've ever seen—all 30+ GT1 and GT2 vehicles look very much like the sleek and powerful machines they represent. In addition, nuance effects—paint and window reflections, back-fires, vapor trails and glowing red brake disks—are extremely well done. Toss in the super authentic (very throaty) engine sounds and the aesthetics portion of the game is sealed up. The good vibes don't stop there. The physics and racing gameplay are the strongest part of the package. The cars react to the dynamics of the road just as you'd imagine they would. You can feel the difference when going up hill or down, or when traversing a twisty set of turns on a steep grade. The only reason I'm not giving this game a perfect score is the limited adjustability. It's almost like an arcade game in that regard. Two-player is great but there isn't an option to let the computer cars race at the same time. Other than that, this is the most exciting racing game I've played since Daytona USA. **Dean**

This game blew me away! Set this baby on the hardest difficulty level and watch your 15 competitors beat and bang for position lap after lap. They're really aggressive, and have no problem putting you in the weeds to gain a position. That combination makes this a good racing game no matter what, but there's more. Infogrames raises the bar for graphics in a racing game: These car models rival those found in TXR and F355, plus they run at a very smooth framerate with spectacular backgrounds. Le Mans is just plain fun for both rookies and veteran video game drivers. **Yet another reason to own a Dreamcast this holiday season.** **Greg**

**I never thought a Le Mans game could be this fun, but this one is really impressive.** The graphics are absolutely gorgeous, particularly the detailed car models and environments—it's just a shame that you can't visually damage them. The controls are crisp and although the game is realistic, it's not so technical that only the most expert drivers can play. One thing that I really enjoyed was the challenge provided by the computer intelligence. Many racing games have drones that do nothing other than serve as window dressing, but here they really bump and grind you all over the course. Ah, there's nothing like a beautiful game that has brains too, right? **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 7 | 9 |

## The Next Tetris: On-Line Edition




**Publisher:** Crave Entertainment
**Developer:** Blue Planet Software
**Featured In:** *EGM* #137
**Players:** 1-2
**Supports:** SegaNet, Jump Pack
**Best Feature:** Classic Tetris
**Worst Feature:** No online Classic Tetris
**Web Site:** www.cravegames.com

Mere words can't convey how excited I was when I found out Crave was bringing Tetris to SegaNet. It's ironic, since **mere words can't convey how disappointed I am** at the plain stupid omission of the option to play Classic Tetris online. It's already in the game, why not add an online option? You can't even play Classic Tetris in two-player mode. What's the point then? As for The Next Tetris, well...it was never a great game to begin with. Basically the same as the original game, the point is to clear out some stacks of garbage blocks on each level. Or you can play the marathon mode, which is also similar to Classic Tetris, except the different colors of the falling blocks designate how they'll fall when complete lines are formed and removed. What's worse is that the online options for it are all but nonexistent. It makes for very short bouts against your Internet opponents. Not nearly enough to satiate the puzzler bug or even begin to instill the tension and suspense a close game of Tetris is supposed to provide. This game doesn't even support the keyboard for crying out loud! OK, the presentation is nice and it has a nifty screen saver that kicks in after being paused a few moments. TNT even sports a few remixes of Classic Tetris tunes. Unfortunately, all they really do is remind you of how much you're missing. Don't even waste a thought on this game. Go buy a Game Boy and Tetris DX. At least they did it right. **Greg**

Forget the online part of this game's title—**multiplayer (online and off) The Next Tetris is bunk.** The problem with the SegaNet game isn't lag—it's that you can only play one version of Tetris, the Next Tetris, and that version sucks in multiplayer. Basically you and the other guy race to clear the bottom two lines. Yippee. It's often over in 15 seconds, and people win on accident about as often as by skill. One-player The Next Tetris isn't so bad, especially in the practice (more like puzzle) mode. Plus you can play Classic Tetris (but why not two player?). It needs more options for the online game, added two-player and online Classic Tetris, and better load times. **Mark**

I love Tetris. I've logged hours upon hours of play on previous versions of it (especially on Game Boy and the Tengen NES version). Never been one for The Next Tetris—feels too much like one of those cheap knock-offs from the 'Bos. If I could play two-player Classic Tetris online or against a friend in the same room, that'd be all I need. Instead, in this pack, Classic Tetris is limited to a one-player game and is not online. Would it have been that hard to make this an ultimate Tetris package? Aside from screen names, you don't know who your online opponents are. You can't chat or trash talk and the games are unbelievably short. **Don't waste your money.** **Chris**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 4 | 5 | 3 | 6 |

## Buzz Lightyear of Star Command




**Publisher:** Activision
**Developer:** Traveller's Tales
**Featured In:** *EGM* #135
**Players:** 1
**Supports:** Jump Pack
**Best Feature:** Looks like a cartoon
**Worst Feature:** Camera can't keep up with action
**Web Site:** www.activision.com

Cross-platform games that hit the Dreamcast are always bound to make PS owners wish they owned the little white box that could. **Sega's Buzz Lightyear sports a much glossier coat of paint than its PS brother.** Its framerate is silky-smooth, horizons scale toward you without the distraction of heavy draw-in, and the use of cel-shading gives it the feel of a fully interactive cartoon. The game mechanics are identical in both revs of the game; players are provided with an entertaining mix of racing, action and platforming. This Space Ranger doesn't have the time to hang out with a wooden cowboy or traverse a child's house searching for tokens. No, he has places to be—eight different worlds, to be exact. And things to do: 14 intergalactic bandits are on the run, and only Buzz has what it takes to capture them. The game is not without problems—the camera will compel you to throw your controller at times, and the ease of completion makes it a questionable purchase for a seasoned player. But when you get into it, you'll have a hard time turning it off. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 6 | 6 |

EGM SILVER

## Looney Tunes Space Race




**Publisher:** Infogrames
**Developer:** Infogrames
**Featured In:** *EGM* #136
**Players:** 1-4
**Supports:** Jump Pack
**Best Feature:** Superb voice talent
**Worst Feature:** Item abundance detracts from racing
**Web Site:** www.infogrames.com

With all the random license usages out there, particularly with racing games, LTSR is one of the few that actually makes some sense and plays really well. The Warner Bros. gang is competing for a lifetime supply of ACME products, and they use a ton of different gags in each race to try to stop one another. Clever items like the "instant hole" and falling elephants are used to inhibit your opponents' progress. A dozen different outer-space tracks plus several unlockable bonus races keep things interesting, and the environments have plenty of background action without hurting the framerate. Most racers ride a character-appropriate craft (Wile E. has a novelty rocket, Bugs a flying carrot, etc.) and the dead-on voice talent keeps the witty commentary fresh. Because of the abundance of combative items, **races usually end up a battle for a nose-length lead at the finish,** as players travel the course in a wolf-pack formation getting assaulted in turn. Aside from a couple minor animation ticks, LTSR may not be very original, but it's good-looking fun for all ages. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 7 | 8 |

## Ready 2 Rumble Round 2



Publisher: Midway
Developer: Midway
Featured In: *EGM* #134
Players: 1-2
Supports: Jump Pack
Web Site: www.midway.com

Best Feature: Unlockables
Worst Feature: No online play

I'm still wondering when Midway's going to jump into the next millennium and feature online play with their DC games. Blitz, any of the Thunder series games, and Ready 2 Rumble 2 are all great candidates for online action, but not one of them has this option. Not that it would have made Ready 2 Rumble a great game, but it would have made it easier to enjoy what this game is all about—two-person mayhem. The CPU is a worthy opponent, but it's just so much more fun to wail on a friend with whatever silly character you choose. As you'd expect with Midway, the action is over-the-top fast and furious. **Blocking and defending are not keys to success, as the engine is definitely weighted towards the offense.** Learn the wide number of combos and "rumble flurries" to succeed. Single-player mode features a nice selection of mini-games used to train your fighter, but they grow stale pretty quickly (can you say auto-train?). All in all R2R2 is a pretty decent romp, but I usually take it in 10 to 15 minute doses. If you liked the original, this one's a small step up. **Dan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 6 | 6 |

## Silent Scope



Publisher: Konami
Developer: Konami
Featured In: *EGM* #133
Players: 1
Supports: Jump Pack
Web Site: www.konami.com

Best Feature: You ARE a super-sniper!
Worst Feature: Over before you know it

I was watching John Woo's *The Killer* at around the same time as I was playing the Dreamcast version of Silent Scope, Konami's arcade port of the same game. Talk about getting you in the mood. As the PS2 version before it, Silent Scope on the DC offers the same fast-paced, cherry-pickin' action that made the arcade version such a runaway hit. Basically "on rails," Silent Scope leads you through a series of mission objectives (usually requiring you to rescue some sort of presidential relative), where you must sweep the area with your rifle scope and dispatch any number of terrorists. These short encounters always end with an exclamatory boss-battle, in which it's necessary to target a weak point (read: the head). The game is awesome, for as long as it lasts. That's the main drawback here, despite the inclusion of a training mode and time-attack mode, **the game is just too short**. On the plus side, the DC version's control is better than the overly sensitive PS2 version, and the graphics are the identical. So if you have both systems, go for the DC version. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 7 | 7 | 7 |

## Star Wars Episode I: Jedi Power Battles

EGM SILVER



Publisher: LucasArts
Developer: LucasArts
Featured In: *EGM* #136
Players: 1-2
Supports: VMU, Jump Pack
Web Site: www.lucasarts.com

Best Feature: Stunning graphics
Worst Feature: Occasional software glitches

In the past year, the Dreamcast has hosted its fair share of PS ports, some good (Soul Reaver), most bad (Tomb Raider IV). **Jedi Power Battles fails into the former category, providing Star Wars fans with a game that is light-years ahead of the PS original.** The graphics are breathtaking: Characters animate well and are sharply detailed; environments are comprised of lush, nearly photorealistic textures. John Williams' brilliant score sets the mood perfectly as you battle armies of droids, soldiers and gungans, either by yourself or with a friend. Armed only with a light saber, you will quickly find yourself addicted to learning new combos, deflecting laser blasts, and throwing enemies across the screen with special force moves. The narrative follows the film closely, making the action all the more engaging. A few minor flaws keep the title a stone's throw away from brilliance: some limited graphic breakup, a brief (but frustrating) vehicle level straddled with slowdown, and slippery jumps which can lead to cheap deaths. Worth checking out. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 8 | 8 |

## Sega Marine Fishing



Publisher: Sega
Developer: Wow Entertainment
Featured In: *EGM* #137
Players: 1
Supports: SegaNet, Jump Pack, Rod Controller
Web Site: www.sega.com

Best Feature: Gorgeous graphics
Worst Feature: Limited replay value

This is a good translation of the arcade game. It's simple to learn and the action comes very quickly. It has a larger variety of fish and, in general, it's more exciting (and extreme) than Sega Bass Fishing. Gigantic Tuna, Sailfish, Stingrays and other exotic (and ugly) fish troll the waters. The locations, while few (far too few), dish out the excitement of deep-sea fishing well. But because it comes straight from the arcades, the game is on the easy side. It's more about immediate gratification than careful, time-consuming fish huntin'—if you're familiar with its predecessor you know what to expect. Anyone can cast a line, jig the lure a little, and land a 100-pound tuna ..it's that simple. It works nicely with the rod controller as well. The graphics are wonderful, the animation very fluid—and for a while—it's a hoot. **Still, even with the minigames and endless parade of monster fish to snag, I think the average gamer will find it too limited for the long haul.** On the other hand, if they can stomach the annoying music, fans of the series will like it a lot. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 5 | 6 | 5 |

## Speed Devils Online Racing

EGM SILVER



Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: *EGM* #136
Players: 1-5
Supports: SegaNet, Jump Pack
Web Site: www.ubisoft.com

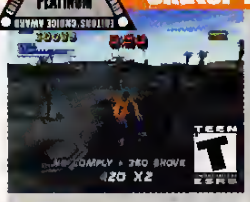
Best Feature: All the features of the original, online!
Worst Feature: The single-player game sucks

Let's get the negative out of the way first. The offline play in Speed Devils is just a rehash of the arcade play in the original game (read: it sucks) and the new music is best turned down. OK, now let's talk online play. Speed Devils rocks! **Ubi is the first third-party to get Dreamcast online racing right.** You get to race against up to four other people to earn money through winning, busting radars, setting the top speed, fastest lap time or leading the most. On top of that you can set up trials that other online players can "pay" to enter, and even challenge another speed devil in a winner-takes-all duel where the prize is your ride. Earning bucks lets you upgrade your current cars and buy new ones, plus it betters your standing in the world rankings. There's so much to like about this game that it's a shame Ubi Soft didn't do anything to improve on the look of the title other than adding a few new tracks and cars. The bottom line is that if you're interested in racing online, this is a must-buy. If you'd rather play with yourself, there are a lot cheaper alternatives. **Greg**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 6 | 7 | 9 |

## Tony Hawk's Pro Skater 2

EGM PLATINUM



Publisher: Activision
Developer: Treyarch
Featured In: *EGM* #137
Players: 1-2
Supports: Jump Pack
Web Site: www.activision.com

Best Feature: New Manual feature
Worst Feature: DC controller isn't as comfy as PS's

Beyond the stuff you would expect to be different like more pros, parks and music—**Neversoft has cooked up some truly innovative features for THPS2**. By balancing on two wheels between tricks, the "manual" feature lets you link 'em up like a madman—a quick up and down on the stick and you're in business. A center marked meter tells you if you need to lean forward or back to hold the trick. It's a cool idea that opens up an infinite amount of possibilities (and the huge point totals that follow). If that were the only improvement, it'd still be worth the cash, but there's more. A fairly deep create-a-skater and great 3D park editor are new as well. The park editor is particularly useful because it allows you to visualize the environment as you place the 3D elements. What's the differences between the PS and DC versions? The draw distance is better, certain levels (the school and Venice, for example) have much deeper and detailed backgrounds. Other than that, it's basically the same—but that's good enough. Fan of the genre or not, it's a no-brainer buy. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 10 | 9 | 9 | 10 |

## Donald Duck: Goin' Quackers



| | |
|---|---|
| **Publisher:** | Ubi Soft |
| **Developer:** | Ubi Soft |
| **Featured In:** | *EGM* #135 |
| **Players:** | 1 |
| **Supports:** | Controller Pak, Expansion Pak |
| **Best Feature:** | Old-fashioned platforming fun |
| **Worst Feature:** | Over too soon |
| **Web Site:** | www.ubisoft.com |

When it comes to platform games, Ubi Soft has yet to disappoint me (I even enjoyed the often scoffed-at Tonic Trouble and Rocket: Robot on Wheels). At first glance, Goin' Quackers looks like any other bad action-platform game with a license stuck onto it. Gameplay is very derivative of others in the genre—especially Crash Bandicoot. All the levels you'd normally find in a platformer are here: jungle, city, haunted house, tombs; but **the pacing and style make it fun to play.** It's not a difficult game—it only took me a few hours to go from the beginning to the end boss. It's clear this was designed for younger players, and after the first level it reminded me of the hours I spent as a youngster playing QuackShot (another Donald Duck game). Levels are well-designed and there are never any blind jumps or areas where you can't see your path—a common design flaw in the genre. Graphics have that fuzzy N64 look to them, but the Expansion Pak sharpens it up nicely without slowing it down. The music is repetitive and lame, and some of the sound effects are oddly chosen—Donald seems to say, "Ouch!" when on moving platforms. I wish there were more levels and more of a connection between them and to the end-level bosses. It's a tad light on story, too—the in-game animation was done so well it'd have been nice to see more of it. A fun (if short), old-fashioned platformer. **Chris**

Remember when Disney platformers were almost always magical? Castle of Illusion and QuackShot spring to mind immediately when playing this latest Donald Duck game. **Ubi Soft has done an outstanding job here.** The controls are simple, the graphics are pretty (especially with the Expansion Pak installed) and even the music is excellent. Plus every level has a few different goals to achieve, from a time attack to collecting toys, so there's a bit of replay value involved. That's especially good since the game is really short, the only real problem. Kids will definitely love this one, so will old-school gamers weaned on the SNES and Genesis. **Greg**

I really like 2D platformers, but the difference between a game like Klonoa and one like Donald Duck is all about style and ingenuity. There's nothing significant about Donald Duck being in this game at all—you could easily swap him and the peripheral characters out with any other Disney staples and no one would be the wiser. Why are stars and coins always the default collection items? How about some oyster crackers or something? He's a duck! The game is way too short, but it does have a few cool ideas and enemies in play, so it **might be a good rental for younger kids.** It's certainly not a Duck Tales (NES) for the new millennium, though. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 6 | 6 | 5 |

## Hey You, Pikachu!




| | |
|---|---|
| **Publisher:** | Nintendo |
| **Developer:** | Ambrella (Marigul) |
| **Featured In:** | *EGM* #131 |
| **Players:** | 1 |
| **Supports:** | Voice Recognition Unit |
| **Best Feature:** | It's like having your own Pikachu |
| **Worst Feature:** | Very simple gameplay |
| **Web Site:** | www.nintendo.com |

Do you or someone you know squeal in glee at whatever cute noise or action Pikachu makes? If it was humanly possible, would they want a Pikachu of their very own to do their bidding? And if that bidding included collecting fruits and berries, helping wayward Pokémon or catching fish, would they be able to die happy? So many questions—and here's the answer. Give them this game and run very fast in the other direction. Hey You, Pikachu! has that same sickeningly cute quality that drives 20 or 30-something women to Hello Kitty merchandise (not that there's anything wrong with that). **It's a virtual Pikachu, but not the butt-kicking, animal-shocking variety.** Don't expect deep and meaningful conversations—after all, he can only respond with "Pikachu!" What you can expect are a variety of little missions, playing around with other Pokémon for points, and gaining the love of a certain yellow electric mammal. Graphics are about what you'd expect—nothing spectacular, but nothing that looks out of the ordinary for an N64 title. The simple interface is easy enough, but Pikachu likes to do things you don't want him to. Pikachu's voice recognition technology is about on par with Seaman (sans witty rebuttals). He had no trouble understanding me when I said, "Good Morning," or "Eat it" to him. Kids are gonna love it, but older Pokémon fanatics won't find much to get excited over here. **Chris**

The great thing about the Game Boy Pokémon titles is that they really aren't just for kids. Sure the tykes love the sickeningly cute critters, but past the sugar coating adults can find fairly compelling RPGs. Unfortunately this is not the case with Hey You, Pikachu! The "conversations" you have with Pikachu are mostly one-word orders, and **the minigames you play together are so simple they make the Mario Party contests seem like RPGs.** The graphics are bland and sloppy, and the interface makes it hard to point at what you want. Most of this will matter little to children, who will love it anyway, but if your age or IQ is over 10, skip it. **Mark**

**Young Pokémon fans will go ballistic for Hey You, Pikachu!** Arguably the cutest member of the Pokémon ranks, the Poke-mascot's voice-recognition adventure will please youngins immeasurably as it gives players a chance to get about as close to this virtual-pet as possible. Say "goodnight!" and Pikachu will hop 'n' squeal in joy and "Pika" right back 'atcha. It's a rudimentary Seaman, with more immediate rewards, but the drawback is that it's not only very linear, but that you're hand-held the entire way through. What you're required to say is revealed in red lettering, and that saps the freedom from the game. Good for the under-six crowd. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 5 | 6 | 6 |

## WCW Backstage Assault



| | |
|---|---|
| **Publisher:** | Electronic Arts |
| **Developer:** | Kodiah Interactive |
| **Featured In:** | *EGM* #136 |
| **Players:** | 1-2 |
| **Supports:** | Rumble Pak |
| **Best Feature:** | Hidden rewards |
| **Worst Feature:** | Limited gameplay |
| **Web Site:** | www.ea.com |

"Hardcore" wrestling (falls count anywhere, weapons are legal) has become increasingly popular in many a wrasslin' title. The problem is, trying to make a full wrestling game out of a game mode didn't work for WWF Royal Rumble, and it doesn't work for WCW Backstage Assault. WCW BA moves the brawling out of the ring and into bathrooms, locker rooms and parking garages. The 3D environments serve up instruments of pain: Players smash each other over the heads with TV cameras, bathroom sinks and gym equipment while setting each other ablaze with fire hazards. But this gets repetitive. Because of the small moves list, too much focus is put on blunt-weapon trauma rather than bustin' moves. I really like the "hidden rewards" system which gives players mission objectives to gain access to new costumes, wrestlers, moves and backstage areas. The commentary is excellent—the announcers get on your case if you attempt too many cheap shots. **The game plays fast enough, but the animation is sloppy** and characters snap into place for motion-captured moves too often. Plus the character models look downright goofy and the 50-plus roster bears little resemblance to their real life counterparts (one guy looked like Crispin.) It's too bad really, there are some good ideas that could have been better implemented into a full wrestling game. As it is, it's about as deep as a kiddy pool. **Mike**

WCW, as long as you don't take it too seriously, can be fun to watch. The same goes for this game. Unlike the recent WWF titles, in which "realistic" wrestling is the main feature, WCW Backstage Assault borderlines on silly. It's kind of cool how there are no rings—every single one of the fights takes place in real-world locations, which allows you to bash your opponent with urinals and the like. **But it's hard to overlook the sloppy feeling control** and the fact WCW BA seems like a niche title. By eliminating the ring entirely, it almost comes off more like some sort of secret mode in a past WCW release rather than its own game. Silly fun, but more of a rental. **Ryan**

This is one of those games that's aimed squarely at the heart of the masses, and ends up so middle of the road I can't recommend actually buying it. WCW fans may get a kick out of EA's having taken the action out of the ring and sticking it backstage, where it's "hardcore," but for anyone other than a die-hard fan, Backstage Assault is a glitchy, fugly, slowly paced unresponsive mess. **It's merely OK as far as wrestling games go,** but those are never great to begin with. The create-a-player mode is nice, and offers a lot of customizations, and the variety of modes makes this worthwhile for enthusiasts, but for the rest of us it's irrelevant. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 7 | 6 | 6 |

## WWF No Mercy



| | |
|---|---|
| Publisher: | THQ |
| Developer: | Asmik/AKI |
| Featured In: | *EGM* #136 |
| Players: | 1-4 |
| Supports: | Rumble Pak |
| Best Feature: | Graphics and animation |
| Worst Feature: | CPU run-ins |
| Web Site: | www.thq.com |

Make sure you don't pass up this little gem while waiting for a good wrestling game to come out on DC or PS2. Asmik has taken just about everything from Wrestlemania 2000 and made it better. **The character models and animation are some of the best I've seen** in a wrestling game, although I got sick of waiting for mo-capped moves to complete before I could interfere during multiplayer games. The improved double-team moves make pulling off a "3D" with a friend truly rewarding. The simplified control system is still intact, making the game easy to get into, although having more than two characters on-screen seems to affect the control's timing a bit. Over 50 superstars are now packed into the roster and the super-deep create-a-superstar mode boasts an array of options and moves to make anything from jobber to submission fighter. I was able to make myself, complete with "real" fighting moves, and took out powerhouses Stone Cold and the Rock before slamming into the stone wall that is Al Snow. There is room for improvement: Backstage story lines could be deeper, CPU run-ins are frustrating, still no play-by-play (where's JR and the King?), and the AI in multiplayer is not the sharpest knife in the drawer (start a CPU vs. CPU game and watch the wrestlers stare at each other). Do these take away from the experience? A little, but No Mercy is still the best wrestling game on the N64. **Mike**

Asmik/AKI's WWF Wrestlemania 2000 was a fine game, but it hardly felt like a full-fledged sequel to their previous N64 grappler, WCW/nWo Revenge. WWF No Mercy, however, looks and plays like a proper follow-up. The career mode is more robust, with a **heavier—although barely exciting—emphasis on story and backstage alliances**. You even earn points you can spend on costumes and moves in a special shopping area. Create-A-Wrestler has been beefed up to the point where you have nearly as many face and body options as in Acclaim's games. You get all this and the same easy-to-wrangle controls. The AI needs help, though. **Crispin**

I'm not a connoisseur of wrestling games, but this brawler is pretty damned cool. **One of the things I like most about it are its merciful controls** that made it easy to pick up and pull off some pretty cool moves. Within minutes, I looked like I was right at home in the ring as I piledrove my opponents into the mat. There's lots of different moves and reversals, but sometimes it felt like the game's collision detection was buggy and didn't register every hit. The game's minor flaws don't drag it down, however: Mercy has so many customization options and multiplayer modes that there's little chance you'll get bored bashing these grown men in tights. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 6 | 7 | 9 |

## Batman Beyond



| | |
|---|---|
| Publisher: | Ubi Soft |
| Developer: | Kemco |
| Featured In: | N/A |
| Players: | 1 |
| Supports: | None |
| Best Feature: | Hah, that's funny... |
| Worst Feature: | Pretty much everything, it's just not fun |
| Web Site: | www.ubisoft.com |

Well, Batman Beyond sure is better on the N64 than on the PlayStation, but that's not saying much. It's still a horrible game, but at least you can get past the second level this time. The graphics are a little nicer, the difficulty has been downgraded a tad, and the control seems much less muddy, but these upgrades don't help the fact **Batman Beyond is still one of the poorest excuses for a "Final Fight-type" game ever.** For one it's incredibly boring; there's almost no variety in gameplay—punch, kick, jump, punch, kick, jump, and repeat ad nauseum. The visuals are strictly mediocre, and even though the game is technically 3D, you're stuck in a 2D view going through bland room after bland room, fighting bland enemies. Bland enemies, by the way, who have insultingly bad AI—they'll just stand there and let you hit them a few times before striking back. And keeping the keenest feature from the PS version, you can't save your game in Batman Beyond, meaning to beat it you have to sit through hours of pure monotonous hell. It's just an insult to fans of the show. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 5 | 2 | 2 |

## Cruis'n Exotica



| | |
|---|---|
| Publisher: | Midway |
| Developer: | Gratuitous Games |
| Featured In: | *EGM* #136 |
| Players: | 1-4 |
| Supports: | Rumble Pak |
| Best Feature: | Frantic, fast-paced play |
| Worst Feature: | Lots of draw-in |
| Web Site: | www.midway.com |

Teens weaned on the Nintendo 64 should breeze through driver's education class. The system has been home to an astonishing number of racers in its four years; Cruis'n USA was introduced at the start of its life cycle, and Cruis'n Exotica comes in near its end. **This game is third in a series that continues to improve in quality.** "Exotica" defines "arcade racer": the title's play mechanics are designed to allow for an exciting, instantly accessible experience. Vehicles plow through a wild set of courses (Mars, anyone?), racing on low ground, in mountain tops, even underwater. Plenty of novelty cars are packed into the cart, many of which have to be unlocked. The game runs smoothly, but suffers from a tremendous level of draw-in. This visual hitch can make it difficult to navigate the road, a problem that becomes particularly potent when racing friends in the multiplayer mode. Another concern is replay value: the first 10 minutes or so really hook you in, but when you get the hang of the control, the challenge disappears, and so does the fun. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 7 | 4 | 4 |

## Power Rangers Lightspeed Rescue



| | |
|---|---|
| Publisher: | THQ |
| Developer: | Mass Media |
| Featured In: | N/A |
| Players: | 1-2 |
| Supports: | Controller Pak |
| Best Feature: | Two-player mech battles |
| Worst Feature: | Tedious gameplay |
| Web Site: | www.thq.com |

The thought of THQ releasing another game based on a film/television license should send chills down your spine. **This new Power Rangers title appears to have been slapped together with little regard for quality or replay value.** The gameplay is comprised of Gauntlet-style seek-and-destroy missions, inexplicably limited to a single-player mode. Follow an on-screen compass to rescue innocent bystanders from hordes of mutant creatures. Obliterate glowing portals with laser shots emanating from your hands (no idea how) while being chased by endless enemies. This tedium is periodically broken up by poorly designed mech battle stages. A two-player Megazord Arena mode is thrown in for good measure: Face off against a buddy as a giant beast or robot in a first-person, projectile-based deathmatch. Too bad control in this mode is clumsy and basic. The graphics suck throughout: Backgrounds are sparse and blurred, characters are low-res and simply animated. Not even grade-schoolers—the game's target audience—will find much to like here. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 2 | 5 | 2 | 2 |

## Spider-Man



| | |
|---|---|
| Publisher: | Activision |
| Developer: | Edge of Reality |
| Featured In: | *EGM* #136 |
| Players: | 1 |
| Supports: | Expansion, Rumble, Controller Pak |
| Best Feature: | All of Spidey's moves |
| Worst Feature: | Haphazard camera |
| Web Site: | www.activision.com |

Anyone who's played the PlayStation version, let's get you out of the way first—Spider-Man N64 has its own advantages (smoother textures via the Expansion Pak) and disadvantages (way less voice and none of the FMV cutscenes), but neither amount to enough to really make this version any better or worse. So allow me to recap my review of the PS version from three months ago: The game definitely does a great job of capturing the feel of Spider-Man. You've got the super strength to pick up and hurl giant objects, you can sling webs to swing around town or tie up enemies, climb on walls—all that stuff. The graphics are sharp, and different level types and boss battles keep things interesting. The problem is when you get in enclosed areas or certain spots like the train in the screenshot above, **the camera goes nuts**; there's no lock-on system or way to manually adjust it, so you just have to grin and bear it. Also, Spidey has lots of moves for combat (and you fight a lot), but most of the time boring repeat punches are your best bet. Not classic, but worth a try. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 5 | 7 | 5 |

## Batman Beyond



| | |
|---|---|
| Publisher: | UBI Soft |
| Developer: | Kemco |
| Featured In: | N/A |
| Players: | 1 |
| Supports: | Dual Shoch |
| Best Feature: | You can turn it off |
| Worst Feature: | That it also turns on |
| Web Site: | www.ubisoft.com |

Not many games can be rightfully described as simply horrible, but that's one of the few descriptions fit for print that truly works for Batman Beyond. That's right, horrible. Actually, this game is more of an enigma. Somehow Kemco took a well-seasoned Final Fight-style combat engine (in which you punch and kick from one end of the stage to the other), littered short stages with incredibly stupid foes, and still somehow managed to make Batman Beyond one of the most difficult games ever; just to pass the second of its 16 levels would take a combination of superhuman skill and a large dose of luck. For some reason enemies have no problem hitting you (when they're not standing still, that is), even though you can't seem to touch them. Irritating. Oh, and **you cnn't save your gnme. Ever.** Even though each time you run out of lives the game gives you the chance to restart over at the beginning of the current level, if you ever want to beat Batman Beyond you'll have to do it in one sitting. Not that it's possible anyway. The worst part about Batman Beyond, even moreso than the complete lack of fun, is the fact it actually has some good ideas. You can switch between different fighting styles that enhance your offense or defense, there are some cool weapons, and damnit, this is just a keen franchise. Of course, the same could have been said about Superman, and look what happened to that. **Ryan**

Batman Beyond is a fantastic cartoon. The animation is fluid, the story lines are well-conceived, and the action is fast-paced. Why then, do none of these elements make it into the game of the same name? **This is the kind of game Acclaim used to bnng out,** and I thought had been retired a long time ago. Monotonous left-to-right Final Fight-type action (that is, to say, walk, punch, kick) But the graphics look like they were done by one guy with a Yaroze. I mean, you could say the developers were trying to "keep the spirit of the animation" intact, but this largely untextured mess only exacerbates the pitiful action on display. It's so bad it's almost funny **Milkman**

We regret that Jonathan was unable to write a review for Batman this month. Following his playing the game, he fell into a complete mental paralysis and has not yet regained consciousness. The following is an excerpt from his last waking moments, spent convulsing in front of a continue screen: "What the hell is happening?! **Why are these jumping vacuums firing laser beams nt me?!** What does this have to do with the cartoon?! Why can't I get past level 2?! The enemies have friendly fire, but I still can't beat them in three lives! My eyes! It burns!!" Pessimistic about Jon's condition, doctors say his last words may have been a cryptic "one point o." **Management**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 3 | 3 | 1 | 1 |

## Cool Boarders 2001



| | |
|---|---|
| Publisher: | Sony CEA |
| Developer: | Idol Minds |
| Featured In: | *EGM* #136 |
| Players: | 1-2 |
| Supports: | Dual Shoch |
| Best Feature: | The half-pipes |
| Worst Feature: | Same old game |
| Web Site: | www.playstation.com |

Ah yes, another year another Cool Boarders. After five editions you'd think it'd be perfect. Years of experience and countless hours of refinement have cultivated in a masterpiece right? Not quite. Like so many others that are waving bye-bye to the PlayStation, Cool Boarders 2001 will probably only appeal to its most loyal fan base (maybe). For everyone else it's same ol', same ol'. That's a jaded view, but if you haven't noticed, SSX has broken the genre wide open (it was a long time coming), so that every normal snowboarding game appears to be just that–normal—not to mention dated. If that doesn't bother you, keep reading. While stunning originality and jaw-dropping gameplay won't be used to describe CB 2001 (not by a long-shot), it's not all bad. **The half-pipes nre decent fun.** Pulling off big-air maneuvers is entertaining (at least for a few minutes) but viewing the same cookie-cutter tricks over and over gets stale fast. The longer, more intensive slalom courses only compound the problem. They require that you find trick sequences; sometimes they're obvious, other times they're super hard to find—it gets frustrating. The dumbed-down tricks interface (they all are nowadays) works OK, especially for button mashers but again, the tricks aren't awe-inspiring. The final buzz-kill: The graphics are chunky and nondescript. Hold your cash for SSX or the flashier PS2 snowboarding games to come. **Dean**

I can imagine the boardroom meeting when Cool Boarders 2001 was being designed. The boss didn't have a clear vision, so everyone raised their hand and threw out ideas taken from games that were successful. Maybe even the marketing department got involved. **This gnme tries to do everything, nnd it does absoiutely nothing.** It has a few simulation elements, it rips off Tony Hawk, it even borrows a few things from Road Rash (you can shove the competition while skimming down hills). Just about everything is over-the-top, but doesn't feel like it is. The only saving grace here is its soundtrack, but why not just buy the music CD. **Kraig**

It's getting more and more difficult to pick up and play soulless updates to games that were never that great to begin with. The Coolboarders franchise peaked with number 2, and 2001 moves me about as much as a bowl of granola. The variety of modes is utterly predictable, and the control is definitely no Tony Hawk Knowing that, is there any reason to slap down the 50 bucks it would cost to play this "xtreme" game? Nah The graphics are absolutely basic, the inclusion of licensed boards and whatnot means little. **Clenrly a mnrketing-driven product thnt needs a hich in the nss** for even showing its face on the slopes. I care not for this game. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 6 | 2 | 5 |

## Driver 2



| | |
|---|---|
| Publisher: | Infogrames |
| Developer: | Reflections |
| Featured In: | *EGM* #135 |
| Players: | 1-2 |
| Supports: | Dual Shock |
| Best Feature: | Wonderfully scripted |
| Worst Feature: | Dramatic slowdown |
| Web Site: | www.infogrames.com |

Thankfully the sequel rectifies most of Driver's niggly little problems—except the slowdown, which is worse now because of the incredibly ambitious nature of the admittedly very splendid graphics. The weird, all-over-the-place mission structure has been refined into something far more linear and appropriate, and this has been matched with a more effective use of cutscenes for storytelling. **The whole "vibe" of the game is much grittier and more aggressive thnn the first,** and the linear nature really helps motivate you to work through the missions. Although you don't have to prove your worth this time (hands up who hated the garage scene at the beginning of D1...one, two, yep, right, that's everyone), the levels are really tough almost right from the beginning. Cops and bad guys are even more psychotic than before (if that's possible), and I have to say that it can get really annoying when you have to retry missions over and over because some nutjob keeps smashing you off the road. The objectives are more varied this time though, making a much more interesting experience; chase people, run away from others, escape from thugs who want to shoot you in the face and tail bad guys on their way to a "drop." It stays compelling throughout, and there are tons of extra modes (like survival, chase and even two-player modes) to ensure this is a high-value game (it even comes on two discs) **John**

If this game had been on more capable hardware (Dreamcast or PS2, hello!) it might have earned a better score. It offers engaging mission objectives, a great sense of urgency, a well-crafted story line, and a lot more diversity (i.e., secret cars to use) than the first game. So what's my beef? How about a framerate so bogged down by the overly-ambitious concepts in Driver 2 that **it nlmost seems like it's in slow motion.** Curved roads are swell, but with pop-up so bad that entire buildings appear out of nowhere, you want to scream. The control is fine and the game is really fun, but the engine struggles so mightily you wish it a painless death. **Milkman**

Perhaps I'm just jaded these days, but with an office full of beautiful Dreamcast and PlayStation 2 games, seeing any title, even one as fun as Driver 2, plagued with slowdown and pop-up just irks me. Badly. **Why wasn't this gnme released on the PS2?** Nearly every element is great, from the physics to level design, but it's hard to forgive huge buildings materializing right in front of you with no warning. If you can get over the graphics (which was hard for me), you'll find an incredibly enjoyable game underneath. It's madly challenging at times. The gameplay is still topnotch, but it just leaves me wanting a PS2 version even more. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 4 | 5 | 5 | 5 |

## Knockout Kings 2001




| | |
|---|---|
| Publisher: | EA Sports |
| Developer: | EA Sports |
| Featured In: | *EGM* #135 |
| Players: | 1-2 |
| Supports: | Dual Shock |
| Best Feature: | Who's who of boxers |
| Worst Feature: | Sometimes stiff animation |
| Web Site: | www.easports.com |

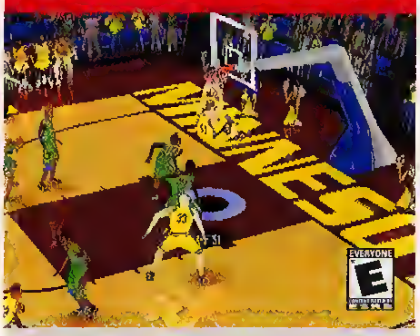
Ali, Frazier, Holyfield, Lewis...but not Tyson (you'll have to play Codemasters' game to play with him). That's about the only big-name you won't see in this authentic boxing game. Licensed arenas, judges, boxers and even female fighters; **If they've made a name for themselves in a rope-enclosed ring, they're in this game**. EA goes beyond just sticking a name on a 3D puppet, too. Each boxer looks very similar to their real-life counterpart, and uses one of four specific boxing styles. Some boxers have their own signature moves, and all of them have strengths, weaknesses and bios. The scene seems set for strategic boxing, but somehow, the matches always seem to degenerate into a button-pounding jab fest with a few blocks and pushes thrown in--especially when the match is played with another human opponent. The action is intense, but sometimes the boxers don't punch or react to a punch the way they should. They seem a little ..stiff. It just doesn't always feel like two 250 lb men are whaling at one another. Still, I like this game. There's something satisfying about beating a Lightweight to a pulp with a Heavyweight and pitting famous boxers from past and present. And I highly recommend you turn on the confrontational rap music because it really puts you in the mood. Now if only EA would fix the weird-looking round card girls, this game would be stronger than Don King's hairspray. **Kraig**

Methodically punching and covering up until someone finally falls down–That's KK 2001 in a nutshell. It's not a game for the impatient, or anyone who expects a Ready 2 Rumble-style experience. As a pure sim it's somewhat better than KK 2000. They've added more punches and defensive moves but the **boxers are so stiff and robotic it doesn't translate well.** There's nary a hint of fluid, lifelike movement in this Rock 'em Sock 'em Robot-inspired game. Fans will like what they've done with the Career Mode and the addition of female boxers. For me it doesn't offer enough to warrant a purchase. I'm content to wait and see how the PS2 version turns out. **Dean**

Boxing titles have been under-represented in gaming since Super Punchout, and EA has done the best job yet of resurrecting a respectable genre. But like all other boxing sims, **playing KK isn't nearly as compelling as whacking on a good fighting game**. Fighters look good and move crisply when they're separated, but when two come together for close combat, that tactile snap just isn't there. Aesthetically, EA has done a masterful job by including many of the most colorful old-school champions and re-creating classic eras and venues for the bouts. KK is a series that may achieve Madden-like status in years to come, but it's not quite there yet. **Joe**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 7 | 7 | 8 |

## NCAA Final Four 2001




| | |
|---|---|
| Publisher: | 989 Sports |
| Developer: | 989 Sports |
| Featured In: | *EGM* #137 |
| Players: | 1-8 |
| Supports: | Dual Shoch |
| Best Feature: | Road to the Final Four |
| Worst Feature: | Generic teams |
| Web Site: | www.989sports.com |

Let's see...989's version of this game for the NBA (ShootOut), while not great, has better overall production value and slicker features. Need a college B-ball game? EA's March Madness is better playing and sports a more in-depth national championship mode. **That leaves Final Four 2001 squarely at the bottom of the pack as far as PlayStation roundball is concerned**, and leaves you with one less game to worry about buying. The visuals, even considering the PlayStation's age, are lacking in a big way. There's just no clarity, and it hampers gameplay when guys get all bunched together. I can't even tell who has the ball sometimes. Speaking of gameplay, you won't see anything new here. The patented 989 shot meter, which I hate, is back for total control shooting. This is supposed to be a more accurate system than just letting go of the button at the top of a jump shot, but I think it's an unnecessary extra. It's also lame in the sense that it totally negates the effectiveness of a pump fake: The bar, obviously, doesn't come up on the pump fake, which tells the other player that it's a fake shot. Dumb. Finally, during repeated season action I defeated top teams with lowly ranked schools on a regular basis. I guess 989 figured every school should be pretty decent, but that's the point of college hoops—huge underdogs and long-standing powers. I'll be saving my cash for March Madness 2001. **Dan**

Jaded hardcore gamers who didn't give a rat's ass about sports games used to always tell me that the only difference between each year's update was the rosters. Usually I just told them that was a load of crap, but sequels like this are exactly what fuels that sort of talk. NCAA looks and feels just like last year's game—not bad, not great. There's a few new animations, a new interface, and some commentary y but the biggest adjustment is—whoopee—updated rosters! I know the PS one is on its last legs, but **this series should have been put on hold until it could launch on the PS2**. It just doesn't seem like 989 Sports has their heart in it anymore. **Kraig**

I have the same complaint about FF 2001 as I did with ShootOut 2001—the players stand around too much. Everything is fine until the shot goes up, after that it's flat-foot city. It hinders the flow of the contest and looks cheesy. Other than that, it's the same ol' game with some slight tweaks and mods. The ball still rocks around the rim a lot, but falls in more often than not—that's nice. **The skill levels are a little strange**. On Freshman you can drain threes all day, yet on Senior you can hardly dribble down court without the ball getting stolen. It's a bit cheap on the Junior level as well. Overall it's "eh, OK" but not all that much different than the last version. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 6 | 5 | 5 |

## The Grinch




| | |
|---|---|
| Publisher: | Konami |
| Developer: | Artificial Mind & Movement |
| Featured In: | *EGM* #134 |
| Players: | 1 |
| Supports: | Dual Shock |
| Best Feature: | The Grinch was a great book |
| Worst Feature: | The Grinch isn't a very good game |
| Web Site: | www.konami.com |

Games based on movie licenses usually meet head-first with disaster. A few exceptions include Toy Story 2 and most of the Bond games, but not The Grinch. This is a very plain exploration/mission-based game that's not whimsically evil (like the book or movie on which it's based)—it's just boring. No longer is The Grinch's mission a Christmas Eve-only event. He waltzes through Whoville and the surrounding areas in broad daylight, mostly undetected, messing up the holiday in plain view. I guess merely stealing Christmas isn't enough for The Grinch in this game. You jump on and "pop" wrapped gifts instead of stealing or collecting them. The Mean One hates Christmas and the Who's celebration, but shows it by shoving beehives down their chimneys, launching rotten eggs into their windows, and defacing a statue of their mayor...does that steal their Christmas? No. **Gameplay is very tedious**—you do the same kinds of things over and over ad nauseum. After collecting all the blueprints to an invention, you have to endure piecing them together (repeated a half-dozen or so times). Graphics leave a lot to be desired too—they're very flat with a healthy dose of texture pop-in. Music is uninspired, dull and repetitive, with cinemas that are completely devoid of music. A few mini-games can't salvage what is a below-average game. Universal—stop yourself before you turn all your good movies into poor games. **Chris**

I'll give the Grinch the kudos it deserves up front: Fine voice-acting on the part of the Grinch and the Dr. Seuss-ish narrator. OK, I'm done. What follows is a joyless movie tie-in, licensing and marketing debacle that fails to offer anything worth playing. Sorry fellas, but going through a patronizing series of "pull the switch, let the dog walk through the hole to get the key to the one door in the room" sub-Spyro exercises found in the training level pretty much gives you the gist of this game. Too bad this is a title that unwitting parents will buy for children who want more Grinch until the movie comes home on video. **The Grinch who stole Christmas indeed**. **Milkman**

Yikes. Well, one thing's for sure, that whole joke about movie-to-game conversions certainly comes into play here. **This game sucks. Badly.** The gameplay isn't horrible but I can't help but feel I've played this basic premise a few times before (Spyro or Crash anyone?), and they all did the scavenger hunt thingy about a billion times better. And then there's the graphics. To say this game has first-generation visuals would be too kind: Pop-up and other glitches run rampant for no obvious reason. Grinch is the perfect example of a bad movie tie-in, and should be avoided completely unless you're too young to care. Hell, it should be avoided even then. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 3 | 4 | 3 | 3 |

## The World Is Not Enough




| | |
|---|---|
| **Publisher:** | Electronic Arts |
| **Developer:** | Black Ops |
| **Featured In:** | *EGM* #136 |
| **Players:** | 1 |
| **Supports:** | Dual Shock |
| **Best Feature:** | Gameplay variety |
| **Worst Feature:** | Cheap enemy attacks |
| **Web Site:** | www.ea.com |

The World Is Not Enough on the N64 is good; TWINE on the PlayStation ain't so good. Now that's not 'cause this thing's a sloppy port. Both versions, in fact, are different games, from different developers (although both games share the same level locales and characters from the flick). TWINE on the PS was built by Black Ops, the guys behind the barely average Tomorrow Never Dies. This sequel uses TMD's engine, except now it looks better and plays in first-person (to give the game a more GoldenEye feel, I reckon—you can even lean around corners with the shoulder buttons). Trouble is, this game's engine still packs annoying quirks. I got stuck on walls and objects while strafing. Enemies spawn behind you or even right in front of you in some areas. Nothing's more annoying than taking fire from a direction you thought you just cleared of baddies. Like the N64 game, this version offers plenty of gameplay variety. You'll ski, play blackjack, rescue hostages and rely on stealth as much as steady aim. In a nod to Medal of Honor, you'll even assume another identity and show guards phony credentials. Enemy animations, such as when guards reload their guns, look phenomenal (Black Ops motion-captured the stunt coordinator from *The Matrix*). But **the whole game just feels sloppy**, and missions quickly become stale when you're forced to repeat them because of those cheap, respawning bad guys. **Crispin**

Oh, I wasn't expecting this. Sure, it's a terrific improvement over the last Bond effort on PlayStation, but it's still hardly GoldenEye for the Sony box. The graphics engine is allegedly more advanced than anything else on the system blah, blah, blah, and it is extremely impressive throughout. So impressive that in places you can't help think that **maybe Black Ops was a little ambitious** with what they hoped the system could do. Some of the scripted events are great, but there's a sense of struggle as the CD drives, whirrs and chugs. Also, what's the deal with the lack of multiplayer modes? Surely that's a Bond game precedent? **John**

**This could be the best first-person shooter on the PS one.** The only thing that comes close is the Medal of Honor series. It's just too bad that this isn't as good as its N64 counterpart. Why are there no multiplayer modes? Perhaps the design team had too many shaken Martinis when they decided to leave it out, but whatever the reason, it's costing a few points in this review. Fortunately, they had their heads on when they did the rest of the game. TWINE feels like a Bond movie and has an excellent atmosphere comparable with the N64's GoldenEye. If you can ignore the omission of a multiplayer game, then this game is enough, but it could have been better. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 7 | 5 | 5 |

## Tiger Woods PGA Tour 2001




| | |
|---|---|
| **Publisher:** | EA Sports |
| **Developer:** | Stormfront |
| **Featured In:** | *EGM* #135 |
| **Players:** | 1-4 |
| **Supports:** | Dual Shock, Multi-tap |
| **Best Feature:** | Speedy game pace |
| **Worst Feature:** | Little change over PGA 2000 |
| **Web Site:** | www.easports.com |

If only there were a way to build a Tiger Woods game around the awesome Camelot engine from Hot Shots and Mario Golf. I'd play the hell out of that mother. Sadly Tiger's name and image are slapped on yet another slightly above-average golf offering. Don't get me wrong—it's not terrible, but it doesn't exactly get the 'ol adrenaline flowing. They toned down the goofier elements from PGA Tour 2000. The exaggerated "homing-missile" ball-spin and rockin' soundtrack are much less prominent—thank God. The icons and meters aren't as cartoony-looking either, it's all business now. But most important, the analog swing has been replaced with a more traditional method. Thankfully they aren't forcing that awkward system down our throats this time. **Beyond those changes, the game looks and plays just like PGA Tour 2000.** From the way the ball runs on the greens to the sweeping camera angles that follow the tee shots, it's déjà vú time. Big surprise right? It shouldn't be, remember just about every sports game released this year (from EA or otherwise) is a simple touch-up of the previous edition. It's safe to say PS2 game development has taken top priority for most companies. As for TW PGA 2001, I'd forgo the purchase, especially if you have any of the previous versions. Redesigning the menus and shot interfaces is hardly enough to justify the cost. Hopefully the PS2 version will impress us more. **Dean**

Making a realistic yet enjoyable golf game without boring your audience to death is indeed a challenge, one that Stormfront rises to fairly well with this game. It's fun to play for a while, and not exceedingly difficult to get used to. Graphically, well, it's a PS one game, but since it's mostly grass and guys in white shirts, there's not a whole lot to show off anyway. I was unpleasantly surprised by technical glitches, however. The game locked up on me once while I was changing options, and graphics clipped frequently during golfers' swings. For a game with such little action, that's inexcusable. **Probably not worth buying unless you're a golf nut.** **Jonathan**

There's almost everything you could possibly want in a golf game here, sans Chevy Chase and mischievous gophers. Tiger sports six different PGA courses, real pro players, tons of game modes, loads of learning aids for beginners, and an endorsement from the best golf player ever. But there's just one problem—**this game just isn't very fun.** I felt like I never had enough control over what was going on. The swing meter is too fast, the ball went farther than the game projected, and what's with the ridiculous menu screen music and Tiger's man-child like quips? EA has their heart in the right place, but needs to make this links game realistic and still fun. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 6 | 6 | 6 |

## WWF SmackDown! 2

EGM SILVER




| | |
|---|---|
| **Publisher:** | THQ |
| **Developer:** | Yuke's |
| **Featured In:** | *EGM* #135 |
| **Players:** | 1-4 |
| **Supports:** | Dual Shock, Multi-tap |
| **Best Feature:** | Ramped-up Career Mode |
| **Worst Feature:** | Where are J.R. & the King's voices? |
| **Web Site:** | www.thq.com |

Flipping on your tele for a Thursday-night edition of SmackDown! means you'll probably see more talking than ol'-fashioned fake ass kickings. Now, on the heels of the best PS one wrestling game ever, SmackDown! 2 returns with a similar amount of chatting and jibber-jabber to make the wrestling action that much more intense. While the real WWF is founded on rivalries and fickle, abandoned loyalties, the latest version of SmackDown! imitates this same soap opera-style shift in mentality with brilliance. After all the talk is finished, all the interference is run, and after a sworn enemy has belted you backstage with a chair to the solar plexus, you'll feel your blood pressure rise, a rush of adrenaline tingle, and you'll want to do some serious damage in the ring. How the emotion translates, I can't say. But this game simulates the energy and excitement of its real-life counterpart. **The gameplay is razor-sharp, the collision is right-on,** and the game looks fantastic. There are enough different match types (Ladder, Hell in a Cell, Coffin Match) to keep you energized through a whole season, which includes every pay-per-view in real life. The Create-A-Wrestler is ramped-up, a huge improvement over the original and if you've seen a move on TV, you're going to see it in the game. Even when the Rock spits. Overall, this is an obvious must-buy for wrestling fans. But it's perfect for parties, too. Definitely check it out. **Todd**

This has got to be the best wrestling game on the market today. SmackDown! 2 not only re-creates the action in the ring very convincingly, but does a great job of imitating the soap opera that is the WWF when the brawlers are out of the ring. Plus it's got all the style, intros and moves of your favorite superstar (I live to experience the People's Elbow). Of course, since the WWF's plot changes radically in the space of an hour in real life, THQ's offering is a little out of date, but who cares? The gameplay is solid, and this is a blast to play with three friends. Whether you're a WWF fanatic or just a casual observer, **there's a lot to like in SmackDown! 2.** **Greg**

Wrestling games are always a sketchy proposition, usually designed to appeal to the fans of the genre, at the expense of actual gameplay. Thankfully, WWF SmackDown! 2 is an exception. While the gameplay doesn't quite achieve Soul Calibur standards, it's as good as I've yet seen in a wrestling game, and this is likely the deepest wrestler yet, insofar as features and options are concerned. **The create-a-player is so deep it's almost a game unto itself,** and the create-a-taunt-manager-pay-per-view and more will let WWF fans cook up just about anything. The graphics are tight, and the presentation is on point. If you must have a wrestling game, this is it. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 7 | 10 |

## Buzz Lightyear of Star Command



**Publisher:** Activision
**Developer:** Traveller's Tales
**Featured In:** EGM #135
**Players:** 1
**Supports:** Dual Shock
**Web Site:** www.activision.com

**Best Feature:** Fast-paced gameplay
**Worst Feature:** Lots of pop-up

The Buzz Lightyear featured in 'Star Command' is not a self-aware toy confined to a child's bedroom. No sir, this adventurer is a bona-fide Space Ranger, dedicated to keeping the galaxy safe from the evil Emperor Zurg. Memories of last year's Toy Story 2 game will fade as this title's addictive play mechanics take hold of you. **Instead of a big scavenger hunt, you get a compelling platform/racing hybrid.** Every level starts with a villain shuttling desperately toward his/her hideout, hoping to keep away from Star Command's clutches. Your job is to corner these enemies and take them out in one-on-one battles. Defeating a boss opens up additional level objectives, which have to be completed in order to progress to the next stage. Gameplay is diverse; you chase your targets by foot, on hover boards, in jet bikes, and underwater. Note to teen and adult gamers: This title is clearly designed with a young audience in mind, as it's never tough to finish a level. It's a good gift for kids, maybe a fun weekend rental for older players. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 6 | 6 |

## Eternal Eyes



**Publisher:** Sunsoft
**Developer:** Tam Tam
**Featured In:** EGM #128
**Players:** 1
**Supports:** Dual Shock
**Web Site:** www.sunsoft.com

**Best Feature:** Solid, if uninspired, gameplay
**Worst Feature:** If you're not an anime fan, walk away

With a look and feel similar to Final Fantasy Tactics and Vandal Hearts, Eternal Eyes is a 3D tactical RPG heavily saturated with story line elements. Which, in this case, is a good and bad thing. Even though Eternal Eyes certainly isn't horrible (far from it), this title still lacks the polish found in the similarly themed games before it—meaning tactical RPG fans weaned on FF Tactics will walk away disappointed. **The graphics are solid, if a bit rough at times,** the translation is good (if you don't count a few silly parts), and the gameplay is fine—even though I can't shake the feeling I've played this a million times before. Eternal Eyes mainly lacks any major features to help it stick out of the crowd, unless you count its heavily anime-influenced design. It's easy to see what kind of audience Eternal Eyes was made for, and if you enjoy Japanese animation, you'll get a kick out of the intro. But that still leaves us with a good game that seems like it could have been a lot more, if only a bit more time was put into making the gameplay stand out from the pack. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 7 | 4 | 6 |

## FIFA 2001



**Publisher:** EA Sports
**Developer:** EA Sports
**Players:** 1-4
**Supports:** Dual Shock, Multi-tap
**Web Site:** www.easports.com

**Best Feature:** Improved artificial intelligence
**Worst Feature:** Choppy animation

I don't know why EA continues to add facial detail and other visual nonsense at the expense of frame-rate. **This year's title is actually a smarter, more in-depth soccer sim than FIFA 2000,** but 2000 rules in the buttery smooth gameplay department. Beyond that, FIFA 2001 is stellar in every regard. EA nails soccer in terms of presentation, with remarkable play-by-play, unique stadium chants and crowd reactions, and killer on-field action. For soccer buffs who like a challenge, EA has added some sensibility to the defenders marking the pitch. Players will no longer recklessly leave their area in hopes of stealing the ball. The CPU players exhibit restraint and intelligence, and they know when to counterattack. It all makes for good fun, but I can't help but think back to last year's excellent release (which I consider to be the best in the series on PS one). If you're a soccer maven who needs all the latest rosters, gameplay options and bells and whistles, this one's worth a look. Otherwise, rent/buy/steal a PS2 and play FIFA the way it was meant to be played. **Dan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 8 | 7 | 6 |

EGM GOLD EDITORS' CHOICE AWARD

## Colin McRae Rally 2.0



**Publisher:** Codemasters
**Developer:** Codemasters
**Featured In:** EGM #127
**Players:** 1-2
**Supports:** Dual Shock
**Web Site:** www.codemasters.com

**Best Feature:** Excellent control
**Worst Feature:** Not everyone understands rallying

Jeez. I wasn't ready for this. The original Colin McRae Rally was a pretty fantastic game and certainly relieved itself upon its competition from a great height, but nothing prepared me for how much better the sequel would turn out to be. Although fundamentally the same structure as its predecessor (and most other rally games) it's the look and feel of CMR2.0 that really makes it stand out. If your opinion of rallying has been tainted by bad experiences with V-Rally, you have to try this. Throwing a tricked-out Ford Focus into a hairpin and sliding it round, blipping the throttle and quickly pulling it through on opposite lock is a truly rewarding experience. The whine of the engine, the crack and pop of the exhaust as the power surges, the rumble from the Dual Shock as you fight the car for control; these are all factors that make this game truly superb. It's such a shame that rallying is such a misunderstood sport here in the U.S. If you're into cars, you owe it to yourself to play this game. **It may well be one of the finest racers on the PlayStation.** **John**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 10 | 8 | 9 |

## F1 Racing Championship



**Publisher:** Ubi Soft
**Developer:** Video System
**Featured In:** N/A
**Players:** 1-2
**Supports:** Dual Shock
**Web Site:** www.ubisoft.com

**Best Feature:** Driving school mode
**Worst Feature:** Overly sensitive controls

Like so many other F1 games out there this is actually a simulation of last year's season. So there's no Jaguar team, Schumacher is as dominant as ever and David Coulthard is still driving like a wimp. Also, as an added bonus to those that care about such things, F1RC is fairly unique as it boasts the presence of young upstart Jaques Villeneuve. Previously too expensive/arrogant to be included in such trifling things as video games, his presence is now welcome thanks to the fact that he's not as great as he and his publicist think he is. Same argument applies for the game as well. Although it boasts a rather groovy driving school mode which actually teaches you to drive F1 style (rather than just applying the brakes for you like all the other F1 games) the rest of the game is **no better than any other simulation of the sport.** It's worth noting that it's a rather more arcadey experience than most, and as such sports some rather silly controls. The steering is way too twitchy and the brakes completely lock up every time you touch them. I still think F1 97 is tough to beat. **John**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 6 | 5 | 4 |

## Harvest Moon: Back to Nature



**Publisher:** Natsume
**Developer:** Victor Interactive
**Featured In:** EGM #133
**Players:** 1
**Supports:** Dual Shock
**Web Site:** www.natsume.com

**Best Feature:** Open-ended, non-linear gameplay
**Worst Feature:** Repetitive tasks can get boring

My life as a farmer started simply enough: Clear the land, buy some seeds, plant, grow, harvest. Make some money, buy a chicken, use her to hatch a coop full of new chicks, and set them to work laying eggs for profit. Sound a bit too much like real life for ya? Well, maybe it is—but that's where Harvest Moon excels. See, **the game is not just a farming sim, but a whole life simulation.** You won't just be working the land. You'll need to find the time to chat up ladies, manage your resources, develop your property (including rebuilding your house), and gladhand with your neighbors, all in an effort to prove you've got what it takes to be the rightful owner of your family farm. In fact, Harvest Moon has so many aspects to it—there's just so much to do—that you can basically customize the entire experience. Still, the game's not for everyone. Having to do certain chores everyday can become a drag by the end of a season, and the complete lack of any fancy pyrotechnics limits its appeal. Keep in mind, too, that it's almost the same game as last year's N64 version. **Gary**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 5 | 9 | 8 |

## McGrath vs. Pastrama: Freestyle Motocross



**Publisher:** Acclaim
**Developer:** Z-Axis
**Featured In:** *EGM* #137
**Players:** 1-2
**Best Feature:** Lots of shortcuts
**Worst Feature:** Thin gameplay across the board
**Supports:** Dual Shock
**Web Site:** www.acclaim.com

If you want an example of a good Z-Axis game, check out Dave Mirra's Freestyle BMX. Unfortunately, this effort isn't in the same league. First, the most obvious flaw—the graphics. They're chunky, sparse, bland, the wrong proportions and afflicted with occasional clipping problems. All told, the appearance is on par with PS games released three to four years ago. Things aren't so great in the gameplay department either. Similarities to real motorcycle physics are few. Outside of a couple things (sliding and maneuverability in the air) it's strictly arcade control and handling. OK, last big gripe—the framerate, while fast, is not smooth. I'm not sure if it's skipping chunks of animation or what, but it certainly jumps around a lot. Oh yeah, the way the riders flop around after a wreck looks totally unnatural. **While not a complete loss, MvP could've been a lot better.** The mediocre graphics and gameplay place it near the back of the pack compared to current motocross contenders. If you're still interested, a one-night rental will quell your curiosity. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 3 | 4 | 4 | 4 |

## Moto Racer World Tour



**Publisher:** Infogrames
**Developer:** Delphine Software
**Featured In:** *EGM* #136
**Players:** 1-2
**Best Feature:** Two competent games in one
**Worst Feature:** The street bikes sound terrible
**Supports:** Dual Shock
**Web Site:** www.infogrames.com

It's been a while since Delphine Software has graced us with a Moto Racer title; so this one's a little late, yes, but the timing couldn't be better. With a load of mundane motocross sequels on the verge of release, the call for one dominant player is greater than ever. MRWT answers the challenge by masterfully representing both street and dirt racing in one game. **The motocross segment is particularly strong.** The bikes interact with the jumps and bumps of the tracks better than any dirt racer out there. I wouldn't say the physics are exactly real, but overall there's a good balance between arcade and simulation. The indoor dirt races are tough however (and a tad slow). You really have to pay attention to how you cut the turns and maneuver the jumps. In that regard it's very precise—for some, maybe a little too precise. The street portion holds its own but the hideous motor noise (sounds like a whiney kitten) and the excessive draw-in (in two-player mode mostly) kind of sucks...you'll get used to it though. As a two-treats-in-one title, MRWT is worth a look. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 4 | 8 | 8 |

## Power Rangers Lightspeed Rescue



**Publisher:** THQ
**Developer:** Climax Development
**Featured In:** N/A
**Players:** 1-2
**Best Feature:** Sharp graphics
**Worst Feature:** Frustrating control
**Supports:** Dual Shock
**Web Site:** www.thq.com

Fundamentally, this is the same two-player beat 'em up we've been playing since Double Dragon hit arcades well over a decade ago. The only elements that separate this title from that near-ancient ancestor: an awkward isometric 3D perspective, scavenger hunt objectives, and a handful of choppy video sequences. Control is imprecise, as is the collision detection; if you are not standing in exactly the right spot, you won't be able to pull switches directly in front of your character. Jumping is a chore, and often leads to cheap deaths. **There is no skill involved in taking out the countless "Battlings" that come at you from all directions; just repeatedly hit the kick or punch buttons until the enemies disappear from the screen.** Enemy bosses are similarly simple to defeat. On the plus side: The graphics are bright, colorful, and vary nicely from level to level. Younger fans of the television program may have fun fighting through the game's missions, but anybody over the age of 12 will find the redundant gameplay a turnoff. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 5 | 2 | 3 |

## ESPN MLS Gamenight



**Publisher:** Konami
**Developer:** KCET
**Featured In:** N/A
**Players:** 1-4
**Best Feature:** Seamless controls
**Worst Feature:** Not as advanced as FIFA 2001
**Supports:** Multi-tap
**Web Site:** www.konami.com

It's weird to see how the fortunes of the two great soccer franchises have changed over the years. While Konami's ISS series systematically beat FIFA hands down each year, it seems now the tables have turned. The latest ISS (and the second this year, strangely) is nowhere near as good as the latest FIFA. Sure, it boasts the MLS license as well as 53 international teams, but the gameplay seems to be more arcadey than ever. When playing against the CPU, there's a distinct impression that the AI doesn't really know what's going on. Passing the ball around seems to confuse the competition, and it's only really the superhuman goalies that stop you from destroying your opponent each game. As a multiplayer game it's probably a less intense and "realistic" game than the latest FIFA. Some of you may enjoy this tremendously, but try not to get too angry when your players pass the ball to someone you were least expecting. If I didn't know better I'd have thought this was a game from a couple of years ago. Shame. **How the mighty have fallen.** **John**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 10 | 6 | 8 |

## NASCAR Heat



**Publisher:** Hasbro
**Developer:** Dice
**Featured In:** *EGM* #137
**Players:** 1-2
**Best Feature:** Very original challenge mode
**Worst Feature:** Dull, messy graphics
**Supports:** Dual Shock
**Web Site:** www.hasbro.com

Being of that rare-breed of game mag journalists who actually enjoys driving in circles for hours on end, I must say this is a refreshing change of pace from most NASCAR games. What I like the most is the "Beat the Heat" option, where you have to complete a series of challenges designed to hone your skills at speedway, super-speedway and short track racing (very reminiscent of F1 Beyond the Limit on the Sega CD). Besides that, there's the regular full season mode and a cool section that lets you compete against times set by NASCAR drivers on various tracks. Control-wise, Heat doesn't disappoint. It's got the best drafting model outside of NASCAR 2001 on the PS2. And the opposing cars are all very aggressive, keeping you alert at all times, especially while in the lead. **The graphics are the only problem with Heat.** They're downright ugly, even by PlayStation standards. No matter how big a racing fan you are, it's hard to look past the jagged mess on the screen. I suggest renting this one and saving your pennies for the PS2 version to be released next year. **Greg**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 7 | 8 | 9 |

## RC de Go!

EGM SILVER



**Publisher:** Acclaim
**Developer:** Taito
**Featured In:** N/A
**Players:** 1
**Best Feature:** Clean graphics
**Worst Feature:** Unnecessary race timer
**Supports:** Dual Shock
**Web Site:** www.acclaim.com

As resident kart racing expert, I wasn't expecting RC de GO! to be anything more than a sloppy racer with a funny name and goofy Japanese influence. **How wrong I was. RC de Go! is surprisingly impressive,** from the simple intuitive control scheme to the clear and well-crafted graphics, you can tell Taito put a lot of effort into this title. The core of the game lies within the championship mode, racing for money and then upgrading your vehicle. The modification system is like Gran Turismo for R.C. cars: Upgrades can be made to tires, chassis, suspension, exhaust and more. The only baffling thing is a completely unnecessary timer in the Free Race mode. The game is hard enough, and the timer only adds unwanted frustration. Graphically, everything is clean and smooth, and despite a small stuttering effect, the game looks excellent. Unfortunately there's no two-player mode, which would have added more to the replay score (but the modification system more than suffices). This is about as close to a new R.C. Pro-Am as you're going to get. **Andrew**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 6 | 7 | 7 |

## Speedball 2100



Publisher: Empire Int.
Developer: The Bitmap Bros.
Featured In: *EGM* #130
Players: 1-2
Supports: None
Web Site: www.empire.co.uk

**Best Feature:** It boots up
**Worst Feature:** It boots up

Most of you won't remember this game—it came out on the Genesis without fanfare, but its heydey was when it debuted on the Amiga and Atari ST computers (and I'm showing my age now) about 10 years ago, believe it or not. I thought it was a great idea to bring back this brutal game of futuristic soccer, but not like this. Speedball 2100 is one of the worst hatchet jobs I've seen in a long time. They took a decade-old game, put it on better technology, and actually managed to make it play and look worse. That's an amazing feat, accomplished by a horrible mish-mash of cruddy 2D arenas and 3D players, a ball that looks like a Planter's Cheez Ball, and lighting effects worse than a broken strobe light. The "action" moves at a plodding, choppy rate—this **might be the slowest "extreme" sports game ever created, not to mention annoying.** I believe this game will be sold at cut-rate prices, and don't be tempted—it's not worth $10. Speedball used to be a great game, and still could be. They need to rethink what they've done and regroup for PS2. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 1 | 2 | 1 | 2 |

## Ultimate Fighting Championship



Publisher: Crave
Developer: Opus
Featured In: *EGM* #137
Players: 1-2
Supports: Dual Shock
Web Site: www.cravegames.com

**Best Feature:** Sound
**Worst Feature:** Don't make me choose...OK, fine, the frustrating gameplay

Despite the fact that the PS version of UFC was developed by an entirely different company from the DC one, it exhibits the same flaws, only horribly magnified. Forget that the graphics are choppy as sin, the gameplay is beyond frustrating. Probably to make the matches artificially longer, punches and kicks do painfully little damage. Even if you're lucky enough to flail out at your opponent before he can slip in a submission hold (which the AI will try to do without fail in the first 15 seconds), it's near-impossible to inflict enough damage for a victory. If you thought the solo mode was tough on the DC, you best not even try it on the PS. The lack of variety in the play modes and some darn persistent load screens sap any further motivation to keep playing this game, unless you're into the above-average sound effects and featured song by Megadeth. Otherwise the only hope for this title is the two-player mode, which is nothing special, but it at least levels the playing field. **If you only have a PS and want to play UFC, you're still better off buying a Dreamcast.** **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 4 | 6 | 4 | 5 |

## Woody Woodpecker Racing



Publisher: Konami
Developer: Syrox
Featured In: *EGM* #135
Players: 1-2
Supports: Dual Shock
Web Site: www.konami.com

**Best Feature:** Smooth framerate
**Worst Feature:** You've played this already. Many times.

As resident kart racing expert, I wasn't expecting WWR to be anything more than a sloppy kart racer with a weak license and absolutely no new ideas (dejá vú?). How right I was. Ignore for now that Woody Woodpecker, as a franchise, has been dormant for well over a decade (not to discount ol' Woody, I grew up watching him myself), but if you're going to use a license, make sure it's one that is relatively recent or has a strong supporting cast. Remember Mario Kart 64 and its built-in "fairness?" That's present in WWR—placing first is often a matter of luck. Not helping matters is the clumsy power-sliding, which you'll need for practically every turn. The courses are laid out fairly well, but again, it's nothing you haven't seen before. Graphics are simple, but colorful, and with a nice and steady framerate the game is nice to look at. **But there's not much under the hood.** If you must have every kart racer made (and there are people out there who do, I'm scared), this is just about average, which says more about current kart racers than WWR. **Andrew**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 4 | 2 | 5 |

## Torneko: The Last Hope



Publisher: Enix
Developer: Chun Soft
Featured In: *EGM* #136
Players: 1
Supports: Dual Shock
Web Site: www.enix.com

**Best Feature:** Can get addictive
**Worst Feature:** Everything way too random

Usually when you hear the term "dungeon crawl," it's just a figure of speech for a game where you spend lots of time wandering around dungeons. But with Torneko, I mean it literally: The whole game is a series of randomly generated mazes, filled with random monsters and random items—it's exactly like Chocobo's Mysterious Dungeon 2 (also from Chun Soft) in case you're one of the eight people who ever played that. There are a few nice additions here—the town sections and humorous story are much better—but it lacks the item combining and companion system that added at least a little spark to Chocobo's Dungeon. My main problem with these games is not the plain graphics or simple gameplay, it's that they are just too random. **Whether or not you make it through a dungeon has as much to do with luck as strategy.** Also, reverting back to level 1 with each new dungeon kills the feeling of accomplishment in building up your character. The straightforward gameplay and decent challenge can possess a strange, addictive lure, but only for a select few. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 8 | 6 | 8 |

## WCW Backstage Assault



Publisher: EA
Developer: Kodiak Interactive
Featured In: *EGM* #136
Players: 1-2
Supports: Dual Shock
Web Site: www.ea.com

**Best Feature:** Hidden rewards
**Worst Feature:** Limited gameplay

There is little to distinguish this version of WCW Backstage Assault from the N64 version. **The same gripes that I found in the N64 review apply here,** although the audio is better and the added FMV gives the PS version more flash. Otherwise the same lack of game modes and limited moves list puts a hurtin' on this title. Goofy character models (although sharper-looking than the N64's), blocky textures and long load times give WCW BA that good ol' first-generation look and feel about five years too late. The game is not without good ideas, though. I liked the ranking system based on points earned during matches for things like diversity of moves, number of weapons used, and method of winning. Also, the "hidden rewards" are cool and add alternative objectives. But the lack of depth and repetitive gameplay kept me wanting to lay the smack down on someone in another game (guess which one). WCW BA could make it as a rental party game due to its fast gameplay and easy-to-learn controls, otherwise, save your money for SmackDown! 2. **Mike**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 3 | 8 | 6 | 5 |

## WDL: Thunder Tanks



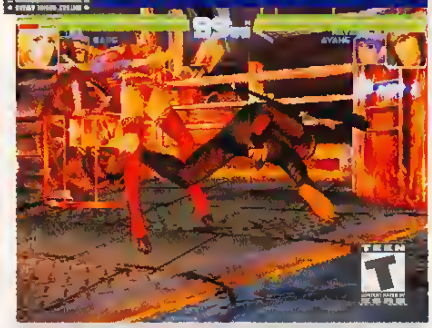
Publisher: 3DO
Developer: 3DO
Featured In: *EGM* #135
Players: 1-2
Supports: Dual Shock
Web Site: www.3do.com

**Best Feature:** Amusing cinemas
**Worst Feature:** Horrendous visuals

Fans of 3DO's Battle Tanx series will be disappointed by WDL's lack of depth. Modes of play are limited to tournament bouts—there aren't any campaign options to be found, which of course dramatically limits the replay value of the single-player game. That could be overlooked if the title presented an engaging multiplayer experience, but it doesn't. When challenging human opponents, most rounds amount to little more than seeing who can hit the fire button more quickly. The tanks are slow and awkward to control, so attempting to dodge enemy fire is futile. The most intuitive manner of play would have been to move your vehicle with one analog stick while rotating its turret with the other, but inexplicably, there is no option for dual-stick control. The graphics are hideous, too—everything is muddy and pixelated, and the buildings you annihilate appear to be made of paper maché. **The whole package looks and feels like a first-generation PlayStation game.** Either wait for the more polished PS2 version, or better yet, skip the title altogether. **Ethan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 2 | 5 | 2 | 2 |

## Dead or Alive 2: Hardcore



| | |
|---|---|
| **Publisher:** | Tecmo |
| **Developer:** | Team Ninja |
| **Featured In:** | *EGM* #136 |
| **Players:** | 1-4 |
| **Supports:** | Multi-tap |
| **Best Feature:** | Super-fast 3D fighting |
| **Worst Feature:** | Cheap AI |
| **Web Site:** | www.tecmoinc.com |

Now in its fourth incarnation (the U.S. DC version, the Japanese PS2 version, and the enhanced Japanese DC version preceded it), Dead or Alive 2 finally reaches the PlayStation-loving masses in what Tecmo hopes is the definitive version of the game. The changes gamers will notice right away are the new story mode stages (the VF3-like rooftop stage and desert stage), the half-dozen tag-battle stages (the DC version has only one), and the addition of loads of extra costumes. Tengu, the boss character, becomes playable once unlocked, as does the Leon-esque Bayman, who now returns from the first game. There is a wealth of other little secrets, but the highlight is the gameplay itself. Much faster and far more visceral than Tekken Tag, **DOA2 Hardcore is the fastest 3D fighter around, and the best fighter on the PS2.** Team Ninja has finessed the gameplay so it is much more than the Virtua Fighter wannabe critics once labeled it. There is plenty of technique to master, especially in tag-battle, with its multi-tiered levels. The downside is that the AI can be incredibly cheap, having no problem pulling off the counters and reversals that human players struggle with due to sluggish timing. The control is also less responsive than the Dreamcast version, but not so much that it really changes the gameplay. The story line is also so superfluous with plenty of laughable dialogue. Still, a must-have for new PS2 owners. **Milkman**

One of three fighting titles now available for the PS2, DOA2:HC is the platform's best. The rushed Japanese PS2 version has been cleaned up a bit, and the action, while similar to Tekken stylewise, is a lot smoother. The multi-level, interactive backdrops really beef up the gameplay, as do the punchy sound effects and fluid animations. One of DOA's best features is the reversal system, which lets you counter attacks with a well-timed button press and really affect the tide of battle. Hardcore adds a few extra modes and some story elements over the DC DOA2, but **isn't different enough to warrant owning both versions**, so buy accordingly. **Jonathan**

I really enjoyed DOA2 on the Dreamcast so naturally I really enjoy it here too, but not quite as much. Perhaps it's just me, but **DOA2 Hardcore doesn't seem to be as responsive as the DC version**—sometimes I noticed a small lag in trying to counter moves or switching characters. It wasn't sluggish to the extent that it really hurt the game, but it was certainly annoying for someone who was weaned on the DC release's timing. The graphics are phenomenal though, and the new modes, costumes and stages are keen, making this a must-purchase for fighting fans—and even with its small problems, there's no doubt DOA2 plays better than Tekken Tag. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 7 | 8 |

## FIFA 2001



| | |
|---|---|
| **Publisher:** | EA Sports |
| **Developer:** | EA Sports |
| **Featured In:** | *EGM* #133 |
| **Players:** | 1-4 |
| **Supports:** | Multi-tap |
| **Best Feature:** | Balanced gameplay |
| **Worst Feature:** | Numb thumb (you'll see) |
| **Web Site:** | www.ea.com |

The FIFA series doesn't carry quite the same weight here in the good ole US of A as it does in Europe. It does, however, have a long-standing tradition of being a nice blend of sim and action (arcade, if you will) soccer. The PS2 version does nothing to tarnish that reputation and actually improves upon it. One of the most appealing aspects of FIFA, to me, has always been its ability to represent a statistically complete soccer match in a 15-min. game (two six-minute halves). You get the ebb and flow, a fair number of scoring opportunities and the usual 2-1, 1-0 scores that soccer was founded on. The game's design also fosters a sense of accomplishment for newbies, as a few button presses can have you looking like Pelé. It's kind of similar to being a button masher in a fighting game. You might get some wins and do some pretty things, but you really don't know how you did it. Once you hit your stride, however, your enjoyment will increase ten-fold. There are plenty of killer moves on offense, but they have to be cleverly implemented to pose a serious threat to the defense. **The goalies are no joke, either, which is the way it should be.** Player models are superbly detailed and gracefully animated. All modes (international, MLS) are there for the taking. FIFA is definitely a solid notch in EA's PS2 belt. If you're looking for a break from the big four (hoops, hockey, football and baseball), this is a great choice. **Dan**

**Here's another outstanding and seamless transition to the next generation** of consoles for EA Sports. There's no breakthroughs in this edition of FIFA, but that's all right, I'm satisfied with what they did here anyway. Basically, they juiced up the graphics to the point that we see exactly why we bought this new system and added a few other bells and whistles. The excellent visuals come at no price to the gameplay. The players move quickly and smoothly (as opposed to Madden, which is somewhat sluggish), and the controls are very responsive. It's a fun, great-looking soccer game, even though it has some lapses of realism. **Kraig**

Look at it. Doesn't it look great? Aren't you just itching to play it already? I was really torn on the score for this baby, but in the end it has to be acknowledged that **this is one of the finest sports games around.** Aside from the fabulous presentation, EA Sports has really got a lot of FIFA's problems licked now. Players no longer move in herds, defenders mark much more efficiently now (especially in their own half), and most importantly, you actually feel like you're fully in control of the ball now. Part of this is due to the faultless animation which really helps the gameplay. Problems? There's still a tendency for the CPU player to be a bit wimpy. **John**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 7 | 9 |

## Gradius III & IV



| | |
|---|---|
| **Publisher:** | Konami |
| **Developer:** | Konami |
| **Featured In:** | *EGM* #133 |
| **Players:** | 1-2 |
| **Supports:** | None |
| **Best Feature:** | Old-school gameplay |
| **Worst Feature:** | Doesn't include Gradius I or II |
| **Web Site:** | www.konami.com |

If you started playing video games after the days of the Super NES, you won't recognize the name Gradius. But back in the day it was considered one of the most addictive (if knuckle-bitingly difficult) shooter series around. Konami's Gradius and Parodius series are perhaps my favorite games in the shooter genre. This one PS2 title has perfectly emulated versions of the latest two arcade installments of the series (including slowdown). I'm not gonna say that the slowdown is bad—because it got me out of some sticky situations more than once. Gameplay is very straightforward—blast enemies through a constantly scrolling level (of varying speed), facing a boss at the end. Memorizing enemy attack patterns and finding the path of least resistance is the key. Of course, that's easier said than done when you accidentally die after being fully powered-up and have to get by on only your standard guns. Gradius IV adds 3D graphics to the equation, but thankfully remains locked to the series' side-scrolling view. The graphics in both games are old, but with some two-dimensional "wow" factor. But that awed stare quickly turns into a look of "oh crap!" as you realize that cool-looking plant just grabbed and destroyed your ship. My only question is **why didn't Konami include Gradius I and II** in the U.S. release of this package? It's the only thing holding this back from being the ultimate shooter collection. **Chris**

I always liked the Gradius games—the **different power-up options and shields offer a great amount of technique**, and like all the best shooters, with practice comes mastery. Does it use the power of the PS2? C'mon, look at that screenshot above. Of course not. I can't make any excuses for the graphics—they are a decade old and look it. But once I got into the games, the visuals weren't so important anymore. I was too busy loving the gameplay and cursing at the difficulty—these games are intense! More extras (although IV's Boss Rush Mode is cool) or all four games on one disc would have been nice. For hardcore old-school shooter fans only. **Mark**

Yeah, yeah, nostalgia is nice, and I used to love the Gradius series, but the timing for this game to come out is just entirely wrong. This isn't the sort of thing you want to pop into your cutting-edge technological wonder. Hell, you could have played this on the original PS when it launched in 1995, why did they wait until now? Also, why put two Gradius games on the disc with no extras? The only new thing that fans of the series will get out of this is a nicely rendered intro that is absolutely useless after it's been viewed one or two times. **This half-assed compilation smells like an obvious attempt to cash in on the mass hysteria of the PS2 launch;** don't buy it. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 4 | 5 | 4 | 6 |

## MotoGP



| | |
|---|---|
| Publisher: | Namco |
| Developer: | Namco |
| Featured In: | *EGM* #135 |
| Players: | 1-2 |
| Supports: | Dual Shock 2 |
| Best Feature: | Blistering speed |
| Worst Feature: | Learning curve's a little daunting |
| Web Site: | www.namco.com |

True superbike racing has never been represented all that well on a home console. There have been some good arcade versions, but nothing sim fanatics could really sink their teeth into. Namco's changed that with MotoGP. Though the learning curve is a little steep, once you get the hang of the bikes in MotoGP you'll have a hard time going back to anything else. Whether you have Sim turned on or off, you'll have to let off the throttle and allow your rider to pop-up before each turn, then ease on the gas (thanks to excellent use of the analog buttons on the DS2) and lean hard into the turn. Little graphic extras like the sparks from a peg meeting the ground in a turn to the flowing locks of some of the riders as they scream down the straights really bring the package together nicely. In fact, the graphics are the strongest point of this game. As I played it a crowd would gather to watch, which is a rarity around here (or maybe I'm just that good). Either way, **Namco has yet again brought out a topnotch racer** that will immediately establish itself as one of the best in the first generation of PS2 software (which is growing more impressive by the minute). Oh, did I mention the awesome replay mode? It's hands down the best I've seen since I first laid eyes on Gran Turismo. With all the extra bikes and other goodies to unlock in this game (it is by Namco, after all), players can just keep coming back for more and more. **Greg**

MGP is a cold starter but once you master the art of slicing corners and feathering the throttle, it gets highly addictive. Arcade fans will be turned off by the ultra-precise control but anyone with a shred of patience will love it. The phrase "using every inch of the track" really rings true. The best racing line takes you within inches of the grass—**needless to say it's very intense.** The only thing that disappoints me is the length of the game. Finishing the main season doesn't take too long. Opening up all the challenges does however, so in the end it balances out somewhat. Two-player is good, but it'd be nice if the other bikes took part. Otherwise the game is great. **Dean**

I know it sounds weird, but I had to completely reprogram my brain in order to think "motorcycles" while playing this. Having spent the best part of the last 15 years enjoying just about every car-racing game ever made, suddenly being faced with the very different physics of a bike is quite a shock. And I guess, this shoot regardless of anything else, is indicative of how good MotoGP is. Bike-loons will love it, but I have a hunch that many of you will find it uncomfortable at first, especially in the ludicrously tough simulation mode. That said, like all Namco games, it's visually a very rewarding experience. **Not as mainstream as RRV, but still cool.** **John**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 6 | 8 |

## NASCAR 2001



| | |
|---|---|
| Publisher: | EA Sports |
| Developer: | EA Sports |
| Featured In: | *EGM* #132 |
| Players: | 1-2 |
| Supports: | None |
| Best Feature: | Great car and track models |
| Worst Feature: | Feels like NASCAR Lite |
| Web Site: | www.easports.com |

NASCAR 2001 on the PS2 looks decent, and the physics model is probably the best EA's done yet for the series. Unfortunately, this is an arcade racer passing itself off as a sim. That's fine for the casual fan, but **I wish EA would start taking this sport more seriously.** This is like releasing NFL Blitz and calling it Madden 2001: Football fans would set the EA building ablaze. I want a 43-car field, not the paltry 20 in this game. I want a pace car that actually has roof lights and dives onto pit lane on a restart, not just one that disappears when they drop the green. I want all the drivers and all the tracks, not just a collection of the top names. I want to adjust the tire pressures on my car. You get the idea. Don't get me wrong, I still have fun with this game once in a while. Especially when turning the difficulty all the way up and running for a few hundred laps on a short track. You really get the bumper-to-bumper feel. But it would be so much better if EA left the arcade setup alone and concentrated on making a sim NASCAR fans everywhere would go nuts for. Outside of that, EA Sports need only do two other things for next year's edition to be great: Get rid of the weird interlaced slowdown—and for the love of God—commission some better tunes for the game. So I guess what I'm trying to say is that if you're looking for an arcade racer with familiar drivers and tracks, this is it. If a sim is what you want, look elsewhere. **Greg**

With some sports games, you can get away with throwing a whole bunch of famous players into a title with sub-par gameplay and still sell folks on the name recognition. Sorry, EA—it doesn't work with racing. Aside from looking uncannily like a PS one game (equip the rearview mirror and the whole game falls apart graphically), there's not a lot of driver involvement. Only on the more advanced tracks do you have to start worrying about skidding and braking through turns at all. The cockpit view is a nice feature, though, and the several optional perspectives should suit most any racer. But **overall, you're much better off with Ridge V.** **Jonathan**

NASCAR 2001 has a few cool things going for it, but once you add up all the so-so stuff, it's a little weak. I can't warm up to the handling characteristics—the cars don't feel heavy to me. The adjustments help somewhat, but overall they still feel loose, especially on the road courses. **The sensation of speed isn't the best I've seen** either. Some of the track textures are so smooth and non-detailed it hardly looks like you're moving. Then there's that strange interlacing thing as well. On the upside, the sound is very authentic and the car models are good. Other than that, I didn't have much fun with the game. Worth renting for fanatics, but few others. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 6 | 5 | 7 |

## NFL GameDay 2001



| | |
|---|---|
| Publisher: | 989 Sports |
| Developer: | 989 Sports |
| Featured In: | N/A |
| Players: | 1-8 |
| Supports: | Multi-tap |
| Best Feature: | Decent load times |
| Worst Feature: | That it exists |
| Web Site: | www.989sports.com |

The GameDay series hasn't been king of the hill (in terms of gameplay or sales) since 1998, but the announcement that it would appear on PlayStation 2 was enough to pique my interest. I mean, this was Sony's new system, right? That had to merit a quality effort. **Well friends, I'm sorry to report that the PS2 version of GameDay is gawdawful and horrid. Did I mention it's terrible?** The prospect of one gamer shelling out $50 for this garbage sends a shiver down my spine. The stadium intro sequence and a quick glance at the player models get a passing mark, but just barely. Other than that, this game is so bad it's laughable. The hurdle, dive tackle and passing animations, just to name a few, are a riot. I've seen screen passes where the QB turns his back to the line and throws the ball, underhanded, to the sideline. Not to mention that just about every pass goes high enough to come down with icicles on it. The running game is bunk as well, with no sense of momentum or speed. Line play is truly idiotic, with huge linemen warping through each other and magically appearing on the other side. Can you say collision detection? GameDay 2001 is certainly comical, but not in an endearing sense. If Sony had any business sense or pride, they would not release this game (remember Madden in 1996? EA swallowed its pride). I'll close by saying that it is THE must-NOT-have PS2 game of the holiday season. **Dan**

What happened to GameDay? I had a feeling there were problems, but not like this... For starters, it's not real pretty. It looks better than the PS version but not by much. It certainly isn't as impressive as Madden or NFL 2K1 (not even close). That's not the worst offense though—the animation bugs and spotty collision detection take that honor. **Not since QB Club 2000 have I witnessed so many atrocious collision detection problems.** At times a tackler will pass right through his intended target! On a positive note, there are several cool-looking hits, but they're offset by the inane stuff. GD 2001 needs about six more months in the shop. **Dean**

What an utterly disappointing game. In the last couple of years, this franchise has been losing steam, and this is probably where it's hitting rock bottom. Basically, this looks like GameDay on the PlayStation with sharper textures, shinier menus, a smoother frame-rate and that's it. The gameplay, on the other hand, actually seems a little buggier. I've seen almost an entire defensive team jump in unison to deflect a pass from a QB no matter where they were. The physics on the tackling are sometimes weird, and plays routinely get wide, and I mean WIDE open. **Skip this game—it isn't good enough to hold Madden's jockstrap.** **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 5 | 3 | 4 |

## Orphen



| | |
|---|---|
| **Publisher:** | Activision |
| **Developer:** | Shade |
| **Featured in:** | *EGM* #136 |
| **Players:** | 1 |
| **Supports:** | None |
| **Best Feature:** | Unique battle system |
| **Worst Feature:** | Anime-style overacting |
| **Web Site:** | www.activision.com |

Orphen isn't really a big name here in the States, but the character should be familiar to followers of the anime upon which the game is based. One of the few RPGs to hit the PS2 at launch, **Orphen tries out some innovative ideas, but has a bundle of flaws that deaden the gameplay** significantly. The real-time battle system fixes the camera and limits members of your party to a stationary position, which allows you to fight close to a dozen enemies at once without hindering the game's graphical backbone. This system gives you a lot more control over your fate than a turn-based one, which is good. However, the on-screen chaos that results from fighting a large group of simultaneously attacking baddies makes it very difficult to tell who is being targeted in your small party. Second, the game is far too linear for an RPG. You're specifically guided through three quests (which feel like one longer one, since they all feature the same characters), and there is very little action in each. Battle locations are scripted, and though the game purports to feature enemy encounters in the story (walking around) mode, I only encountered a small handful of opponents in the "field," certainly not enough to mention. Since your health resets for each scripted battle and there's little to hurt you in the story mode, non-weapon items are near-useless. There may not be many launch RPGs, but don't commit to Orphen until you've tried it. **Jonathan**

Orphen has some insanely beautiful boss battles. That said, they are also boring. Which kind of sums up the entire game. **Orphen has areas that are just amazing-looking, but as a whole, it just reeks of mediocrity.** The regular battles are chaotic, the puzzles are trite, and the action sequences, thanks to unresponsive control, are aggravating at times. Oh, and it has the most annoying voice acting I've ever heard. Sure, I'm not a hard-core anime fan (I do enjoy them though), but if I hear that little blond chick's soul-piercing voice again, I'm going to hurt something. If you enjoy anime, you might get a kick out of Orphen. If not, it's a rental at best. **Ryan**

I'm all for U.S. publishers localizing as many Japanese games as they can, provided the games are actually good in the first place. Featuring a sluggish, imprecise battle-system, good graphics in some places, bad in others, and possibly the most annoying voice-acting (Orphen himself is a jerk) yet committed to silicon, **Orphen is bordering on awful.** There are some redeeming features to the game, such as the impressive, epic boss battles, some interesting effects, and, um, that's it. But as we all know, it takes more than eye-candy. When you could be playing Majora's Mask, Skies of Arcadia or FFIX, there's no reason to mess with this. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 5 | 5 | 7 |

## Ready 2 Rumble Round 2



| | |
|---|---|
| **Publisher:** | Midway |
| **Developer:** | Midway |
| **Featured in:** | *EGM* #136 |
| **Players:** | 1-2 |
| **Supports:** | None |
| **Best Feature:** | Hidden characters |
| **Worst Feature:** | Weak defensive moves |
| **Web Site:** | www.midway.com |

Ready 2 Rumble, as clichéd as it sounds, follows the usual Midway mantra of action, plus more action, plus big, in-your-face character models, equals success. It worked last year, when R2R debuted on the Dreamcast and was a surprise hit. The only problem with Midway's thinking is that they seem to believe their once-original game ideas stay fresh indefinitely. See Blitz 1990-2010 for an example of that. Not to say that R2R2 isn't, to steal from the proverbial press release, "loaded" with new features. You've got your new hidden characters, your new combos, your updated graphics, etc. But none of them amount to a hill of beans. **What it boils down to is this...R2R2 is a goofy, button-mashing shell of a fighting/boxing game that doesn't aim to hold your attention span for more than 10 minutes.** It's not Knockout Kings, and it's not Tekken. Sure, you train your boxer (try auto-training for better results) and the mini-games are worth a try or two, but it's all just a diversion before you go button-ballistic for a round or three. The game's mechanics are somewhat unresponsive, which promotes the idea of punching fast and often. Trying to defend is useless, as blocking a punch doesn't give you any significant counterpunch advantage. And if you get backed into a corner, it's usually lights out. Overall, it's lighthearted fun if taken in short bursts. Extended gameplay, however, turns it into heavy-handed boredom. **Dan**

**There's no big surprises here, but that works well for this by-the-booh sequel.** Basically, there's more of everything that worked in the last game. More characters, more moves, more modes and a little more depth, as well. The graphics have been improved and each character is more over-the-top and loaded up with personality. The additions of Shaq and Michael Jackson are amusing, particularly for Pacers fans and people who just don't like musical freaks. If you liked the first one, you'll love this sequel, and I suggest that if you haven't played it, maybe you should give it a try. One of the strongest PS2 launch games by far. **Kraig**

Depending on what you're looking for, **RaR2 could be great for you...or really frustrating.** If you don't give a crap about real boxing and precise defensive maneuvers, you'll like what you get. It's more about combos and knowing when to unleash them—after that it's fists of fury. Overall, the game is very momentum-based: Once you're stunned or backed up on the ropes, it's freakin' hard to recover. Then you're forced to watch helplessly as your boxer takes an ass-whoopin'. On the other hand, when it's your turn to dish out the hurt, it's fun again. If you can deal with the wacky momentum changes, you'll dig it. At the very least it's a great party game. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 6 | 6 | 8 |

## Sky Odyssey



| | |
|---|---|
| **Publisher:** | Activision |
| **Developer:** | Cross |
| **Featured in:** | *EGM* #138 |
| **Players:** | 1 |
| **Supports:** | None |
| **Best Feature:** | High flyin' arcade-style action |
| **Worst Feature:** | A touch of slowdown |
| **Web Site:** | www.activision.com |

Sky Odyssey isn't the visual tour de force you'd expect from the PS2. The graphics are often low-res, plain, patterned textures (especially along mountain trenches or inside caves/tunnels). Touches of slowdown appear (and it reverts to a lower-res mode) when the screen's filled with effects, but that's nothing but a minor annoyance. It sometimes seems as if it's a PS one game that was given a few extra effects and brought out for PS2. Now that that's out of the way, let me just say—I had a helluva lot of fun with this game. The aptly named Adventure mode has an air to it ('scuse the pun) that makes you feel like you're not just flying around aimlessly—and it's more realistic than Pilotwings. The sense of flight and speed is good and the control is tight. It isn't fast-paced until later missions, but there are plenty of tense moments. It's **like a roller coaster—after a few times you know where the loops are, but you still scream your head off.** You'll spend hours flying missions and upgrading your planes. Drawing in Sky Canvas mode and finishing the goals in Target mode—all of it makes you feel like you're really learning to fly. The problem is, there's not enough of it. By the time the game is over, you wish there were more missions, more skywriting, more targets; but there isn't. It's a great game (worth buying if you're hard up for good PS2 games), but the graphics lack variety and I wish there was more to do. **Chris**

Every system needs a Pilotwings. The N64 had PW64, the DC had Aerowings, and now the PS2 has Sky Odyssey. **Something about the soothing manner in which you roll your old-school plane through the sky is strangely enjoyable, despite the absence of any firepower.** You'll find a nice variety of missions and some great music, and you can upgrade the heck out of your aircraft. Sadly, the graphics are weak (grainy and repetitious tiles). Yes, it usually pipes along at a consistent 60fps, and there are loads of nice details (clouds, waves splashing), but the overall look of the game is surprisingly primitive. Worth a look if you're easily pleased. **Milkman**

Even with graphics that borderline on laughably horrible at times, **Shy Odyssey is one of the few PS2 games I really had a great time playing with so far.** Perhaps it was the topnotch control, outstanding tunes, or the really fun, challenging missions. I don't know, but it's a great feeling to enjoy a game you expected to hate. Similar to Pilotwings on a basic level, Sky's story mode has you preforming tasks (while flying through rings), but the ones found here have way more depth than those in Nintendo's flight game. In fact, Sky's only downfall is its crap textures (often approaching PS one quality), but the well-designed levels make up for that. Sort of. **Ryan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 8 | 8 | 7 |

EGM SILVER

## TimeSplitters



| | |
|---|---|
| **Publisher:** | Eidos |
| **Developer:** | Free Radical Design |
| **Featured In:** | *EGM* #135 |
| **Players:** | 1-4 |
| **Supports:** | Multi-tap |
| **Best Feature:** | Excellent multiplayer modes |
| **Worst Feature:** | Story mode can be difficult |
| **Web Site:** | www.eidos.com |

Everyone's been harping on for ages about what a great game TimeSplitters is, but now that it's actually here, does it live up to all that prerelease hype? Is it really that great? Is it obvious that the GoldenEye boys were behind the development? Yes, yes and yes. It's fabulous, so fabulous in fact that we've even had instances of die-hard FPS-haters picking up the joypad and having a good time with the thing. It's that great. Part of the charm is no doubt due to the fact that deep down, TimeSplitters is one of the simplest games around. In one-player story mode the objective is "find an object, kill everyone and then get back to where you started." It's real, old-school, Doom-type stuff, and boy is it fun. And tough. Many players will probably only bother with the story mode when they realize it's the only way to open up the cool stuff for the real "meat and potatoes" of the game which is the multiplayer aspect. Deathmatch, teamplay and capture the flag (bag, in this case) modes are all here and in each mode you can play with up to four of you crowded around the TV and fight it out with or without bots of varying intelligence. Everything in the game is customizable; you can change weapons sets, characters and then most importantly, you can build your own levels. The editor is a joy to use and assures this is a game that's going to stay with you for a LONG time. **An instant PS2 classic. Buy it.** **John**

Sure, you can play TimeSplitters alone. The single-player game's got no plot and packs simple fetch-the-doodad objectives, but it's still surprisingly fun and addictive—especially the bonus challenges. More than just cleverly designed, the arenas are downright creepy, thanks to the game's oddball aesthetic. But you're best off buying TimeSplitters with a multi-tap and calling over three pals. **This is the fastest, smoothest fragfest on the consoles**, and you get all the modes and options you'd expect from the guys who worked on GoldenEye. You can even play the Story Mode cooperatively. Heck, the map editor itself will keep you busy for days. **Crispin**

**TimeSplitters feels like a game that I should like more, but I just can't bring myself to.** As a change of pace for first-person shooters, I can appreciate its speed and simplicity, but after awhile it just seems like there isn't enough depth. I really like the amount of extras that you open up as you progress through the levels because it really makes you want to keep playing. It's just too bad that the story and atmosphere are unimpressive, as is the low interactivity with the environments. The saving grace is the map creator that lets you easily make new maps for multiplayer combat. It's too bad the rest of the game isn't as well thought-out. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 6 | 8 |

## Unreal Tournament



| | |
|---|---|
| **Publisher:** | Infogrames |
| **Developer:** | Epic Games |
| **Featured In:** | *EGM* #137 |
| **Players:** | 1-4 |
| **Supports:** | FireWire, USB |
| **Best Feature:** | Level design |
| **Worst Feature:** | Not enough multiplayer modes |
| **Web Site:** | www.unrealtournament.com |

Let's get to the big question: **Is Unreal Tournament better than rival launch shooter TimeSplitters? No**. TimeSplitters has many multiplayer modes. UT only has two—Deathmatch and Capture the Flag (unless you break out the FireWire, but we'll get to that later). TimeSplitters runs at a smooth, blazing framerate. UT tops out at a decent 30 frames per second, but only on certain levels, and only when the screen's clear of enemies and effects. Four-player split screen runs about as well as in Perfect Dark. But UT isn't trumped in all departments. It packs more levels, and many arenas are better designed. Just wait 'til you see some of the bigger CTF maps, like Facing Worlds, where you juke past sniper fire across a quarter mile of open terrain. You also get the novel Assault mode, in which you storm enemy strongholds and complete objectives with your squad of surprisingly clever bots. And while UT doesn't have as many modes or options, it does support more stuff—namely, USB mice and keyboards. Joypad control works fine (thanks to the handy auto-target button), but once you play with a mouse, you'll never want to go back. Plunk down $40 for a FireWire cable and you can link two PS2s for network play—this is the only way you can play multiplayer Domination, a mode that has your team tagging X-shaped control points. PS2 UT will disappoint fans of the PC version, but console gamers will eat this up. **Crispin**

Unreal Tourney has some cool features: All the weapons have alternate ways of firing, and there's a ton of fun one-player modes (capture the flag, domination, etc.), but overall I can't help but feel disappointed. It's got problems both in design—dull, boxy levels, cliché characters—and execution—a merely decent framerate and average graphics. **Frankly, I expect better from the PS2.** A USB mouse and keyboard make for nice controls, but the fact you can't fully customize them is frustrating. Overall, UT isn't bad for new PS2 owners desperate for some fraggin' action, but the lack of imagination, level design and graphical flair makes it hard to recommend strongly. **Mark**

Aside from not being able to hook up to the Net and find opponents, this is a very good translation of the PC game. I was a bit surprised at how choppy the action got though—in one-player mode it isn't so bad, but it's considerably worse (but playable) in four-player split-screen. If you intend on getting into UT, you'll need a keyboard and mouse. That can get tedious if you play with some friends and want the controls to be fair for everyone, however. There's lots of modes, and **the enemy intelligence is considerably better than Quake III, or any other first-person shooter**. If you really like this type of game, buy it, but otherwise it's a really good rental. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 6 | 6 | 6 |

## Fantavision

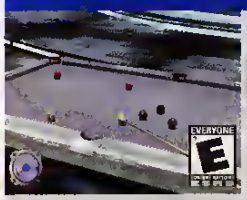


| | |
|---|---|
| **Publisher:** | Sony CEA |
| **Developer:** | Sony CEJ |
| **Plays Like:** | Missile Command |
| **Players:** | 1-2 |
| **Supports:** | None |
| **Web Site:** | www.scea.com |
| **Best Feature:** | It's a purty little thing |
| **Worst Feature:** | Little more than a particle showcase |

Yeah, it's pretty. Yeah, it's novel. But beyond some mildly entertaining PS2 eye candy, **Fantavision doesn't offer nearly as much as other launch titles for the money**. To clear up any misconceptions, Fantavision is played by chaining together colored flares the computer shoots toward the sky and detonating them before they fizzle out. Aside from saving your replays and watching them from different angles, that's all there is to the game. Technically, there's only a few controls you need to master, but I found it difficult to select a single flare from a cluster, and just as frustrating to recover if you select the wrong one. A certain breed of people might enjoy playing the game at length to get their chain combos up and witness the visually stunning particle display that follows, but it gets old fast. Because it's such a graphical showcase, a stripped-down version of Fantavision would have made a great free demo pack-in with the PS2. But hey, if you can charge $35 for a memory card, you'd have to be nuts to pack in a free game. Rent this one if anything **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 5 | 7 |

## Q-Ball Billiards Master



| | |
|---|---|
| **Publisher:** | Take 2 Interactive |
| **Developer:** | Omith |
| **Featured In:** | *EGM* #137 |
| **Players:** | 1-2 |
| **Supports:** | None |
| **Web Site:** | www.take2games.com |
| **Best Feature:** | Forgiving gameplay |
| **Worst Feature:** | Clunky interface |

For a pool game, Q-Ball does a whole lot to make things exciting and keep the player from losing interest too quickly. By letting you select your own cue, scenery and even music, Q-Ball re-creates the pool-hall feel nicely at home. A healthy offering of games, from 8- and 9-ball to some refreshingly unconventional diversions like bowliards (a cross between bowling and pool), takes some of the starch out of the sport. Unfortunately, it's **not as comprehensive or realistic as Real Pool**. I see what the developers were trying to do with this title, but unless you really have the physics and interface down, all the peripheral glitz doesn't help much. The balls travel around the table at ridiculous speeds, encouraging sloppy play over calculated precision. Selecting the power of your shot is unnecessarily hard, as is tweaking it for spin and direction. If it weren't for Real Pool outshining it in a few major capacities, Q-Ball would be a more attractive option for those who want something besides another mech game for their PS2. Make Q-Ball a rental first. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 7 | 7 | 8 |

## Real Pool



Publisher: Infogrames
Developer: Takara Co.
Featured In: *EGM* #137
Players: 1-2
Best Feature: Realistic physics
Supports: None
Worst Feature: Eh, it's pool
Web Site: www.infogrames.com

OK, yes, we're all surprised to see two billiards games out on the PS2 so early. They're both really polished products, though, and while Q-Ball is more graphically intense, Real Pool has more **realistic physics, a large library of games, and a very user-friendly interface.** Putting spin on the cue ball, adjusting the power of your stroke, or simply lining up a shot can all be done with a simple, intuitive button press on the well-mapped control pad. In addition to every major pocket billiards game, Real Pool has three and four-ball carom (that's the kind without pockets, folks) games that are sickly addicting. Over two dozen oddly shaped skill tables let you test your abilities, which will likely improve in real life after playing this game (heck, mine did). My only complaint: The balls seem to roll excessively after some shots, as if purposefully lining up for the next one. That's either a development intention or my own personal insanity, but either way, it's not a big deal (well, to you all, anyway). Skip the pool hall this week and spend the extra cash on this game. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 7 | 8 | 7 | 9 |

## Surfing H30



Publisher: Rockstar Games
Developer: ASCII Entertainment
Featured In: *EGM* #137
Players: 1-2
Supports: X-Board
Best Feature: Hopeless Records soundtrack
Web Site: www.rockstargames.com
Worst Feature: Hopeless control

Toned down for the less-forgiving American audience, the outlandish alien-ridden story line from Surfroid (H30's Japanese counterpart) has been replaced with a pretty run-of-the-mill sports competition background. Unfortunately, Rockstar hasn't made the controls anymore forgiving, but rather kept the difficulty and fudged the responsiveness. Whether you use the included X-Board, which fits over the analog sticks to simulate the surfboard feel, or the sticks alone, **navigating the waves is always a huge uphill battle** that takes all the fun out of the game. The levels provide very little variety, so you feel like you're playing the same scenario over and over again with a few cosmetic environmental swaps. I thoroughly enjoyed the soundtrack though, featuring some great under-appreciated bands like Samiam, Digger and Dillinger Four—the songs became my motivation to keep playing, and while that's fine for me, it doesn't say much for the game itself. Spend a few days with H30 as a rental and try not to get board. Get it? I'm funny. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 6 | 9 | 5 | 5 |

## Austin Powers/Dr. Evil



Publisher: Rockstar Games
Developer: Tarantula Studios
Featured In: *EGM* #134
Players: 1-2
Supports: Link Cable
Best Feature: Terrific interface
Worst Feature: Boring minigames
Web Site: www.rockstargames.com

Nine times out of 10, a Game Boy cart based on a licensed property will be a crappy, Mario-style platformer. Is that the case here? Well...yes and no. The title has its fair share of side-scrolling action, and that element of the game is just as uninspired as you'd expect. Other modes of play include a mediocre "Pac-Man"-style maze chase and linkable games of Othello and Rock, Paper, Scissors (really). Had the whole package been comprised of these minigames alone, the title would be of little value. **But what gives the cart some merit is its tremendously innovative interface.** The game mimics Windows, complete with tool bars, faux "Internet" options, and e-mail functions (trade message with other players via infrared link-up). You get to play with screensavers, listen to countless sound bites, watch a bit of digital video, even escape to a DOS prompt. Two (soon to be four) different versions of the game are available, offering players separate desktops to choose from: Austin's, or Dr. Evil's. Both carts are identical in construct, save for one of the minigames (Austin's platformer takes place on foot, Dr. Evil's takes place on a motor bike). If you like "fiddling" with computer applications, this is the game for you. It's fun to uncover all of the little extras, many of which will make you laugh out loud. All in all, a mixed bag, but a unique experience for the Game Boy Color. **Ethan**

Here's a game that's not worth the cartridge it's written on. First off, I can't believe there are *two* games like this that are basically the same thing (with different interfaces and a few different minigames and sound clips). Second, I can't believe there are eventually going to be *four of them!* The only redeeming qualities are the scratchy sound clips. Everything **feels like a bad parody of what someone who's never played a video game thinks they're like.** It's so slapped together that there's not really a coherent game anywhere to be found. The Mojo Maze is the only one of them I enjoyed even a little bit. It's a stinker, baby, yeah! **Chris**

For "hardcore fans" who didn't think the movies were enough, there's always the grating Pokémon Gold & Silver-esque Austin Powers games, Oh Behave and Welcome to My Underground Lair! Two of four "games" that feature all kinds of cute Austin Powers-isms. The Pac-Man-like Mojo Maze is perhaps the best thing on offer here, but it's flanked by a pile of other inferior time-killers. **Rock, paper and scissors? Do we need to use a Game Boy for this?** Kin Evil (as in Evel Knievel, get it?), which has you jump chasms on a motorcycle? Ugh. To think Rockstar would have you buy four of these. Stick with the movies and forget these exist. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 5 | 3 | 4 | 3 |

## Alice in Wonderland



Publisher: Nintendo
Developer: Digital Eclipse
Featured In: N/A
Players: 1
Supports: Game Boy Printer
Best Feature: Variety of level types
Web Site: www.nintendo.com
Worst Feature: Just for kids

**Alice in Wonderland is what a kid's game should be.** All too often, half-rate games come along that say they're for kids but they just plain suck. AiW, however, is well-made and should provide hours of fun for any youngster. The movie-inspired levels are broken up between quick side-scrolling platform bits, a sort of top-down adventure style of play and other levels where you are falling and need to avoid objects (or in a bottle going down rapids in another level). Eventually, you make your way to the queen's castle and all hell breaks loose. Stages are filled with all of the characters from the film, with text dialogue to match each of their unique styles of speaking. It even has a little art program where you can use Alice in Wonderland clip art to make scenes, which in turn can be sent to the Game Boy Printer for some sticker fun. Could it also be for an older gamer who's a fan of Disney games? You could get away with playing it, and a couple of the levels would prove to be either mildly difficult or insanely repetitive, but overall it *really is* made for kids. **Shawn**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 6 | 7 | 6 |

## Who Wants To Be A Millionaire



Publisher: THQ
Developer: Eurocom
Featured In: *EGM* #136
Supports: None
Players: 1-4
Web Site: www.bvinteractive.com
Best Feature: Captures the experience of the show
Worst Feature: Only 600 questions

At first glance, Who Wants to be a Millionaire would appear to be an ideal title for the Game Boy Color. Its short-term play is well-suited for lunch breaks or bus rides—sitting through a full game takes only one to 10 minutes, depending on your performance. The multiple-choice interface is perfect for the console's limited button layout, and even the presentation is first-rate, incorporating video sequences and digitized speech. **Unfortunately, like the PlayStation version, the game possesses one enormous flaw: There are only 600 total questions.** By the second hour of play, you will notice Regis' trivia challenges repeating themselves. In rapid time, this drains the title of its replay value entirely—a real shame, given that the game is otherwise beautifully designed. The first time you play it, the essence of the popular television show is capably captured; by the 25th time you hit Start, well...have you ever watched a rerun of Millionaire that you had already caught on its first viewing? Exactly—there's just no point. Walk away...just walk away. **Ethan**

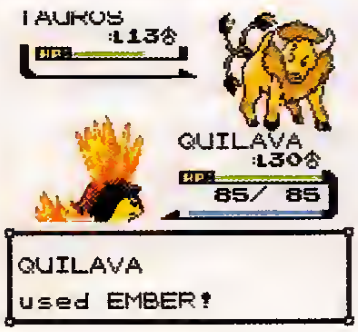
| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 8 | 8 | 5 | 1 |

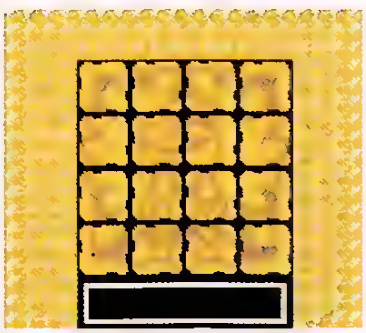
# Pokémon Gold & Silver




| | |
|---|---|
| **Publisher:** | Nintendo |
| **Developer:** | Game Freak |
| **Featured In:** | *EGM* #134 |
| **Players:** | 1 |
| **Supports:** | Link Cable, IR Port, Printer |
| **Best Feature:** | Time aspects |
| **Worst Feature:** | Repetitive battles |
| **Web Site:** | www.nintendo.com |

Nintendo may have kept the same underlying gameplay for Gold and Silver, but they also made enough adjustments and improvements to make them worthy follow-ups to some of the greatest-selling games of all time. Yes, you spend most of the game watching turn-based battles rage back and forth between two cute critters. Yes, you are a young scamp out to be a great Pokémon trainer, aided by a friendly professor and hated by a jealous rival. You still find wild critters in the grass and catch them in Pokéballs, still take them to the Pokémon center to get healed, still shop for items for them at Pokémarts in almost every town. So what exactly is different? First and foremost, the games add another layer of depth by keeping track of the time and date, with certain events only occurring on certain days. It's cool to be wandering around at night and see things or people that

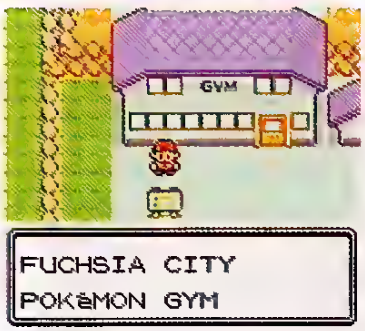


**There are a few of these tile-sliding "puzzles" in Gold and Silver, but still nothing very challenging.**

weren't there earlier in the day. Pokémon can also now equip items, which they can use to power up their attacks or heal themselves with in battle. This gets rid of you always having to waste a turn to use items yourself, and also adds another level of strategy to battles—which Pokémon will you give which items to? Overall, the interface is more refined and better organized as well: You can tell what abilities HM and TMs have without using them, and all your items are separated and stored according to type so you can get at whatever you need quickly. As in the first games, all the new Pokémon have been ingeniously designed and named, each with its own interesting quirks and backstories. Other new features, like the Pokégear cell phone and radio, really make it feel like something is always going on, and the game world is always on the move and changing, just like the real world. All in all, it's pretty safe to say that anyone who liked the first game has the next 60 or 70 hours on their GBC booked.

**In addition to a whole new map, with new cities, dungeons and routes between, Gold and Silver include a slightly modified version of the entire first game. It's a huge quest, even if you don't "catch 'em all."**

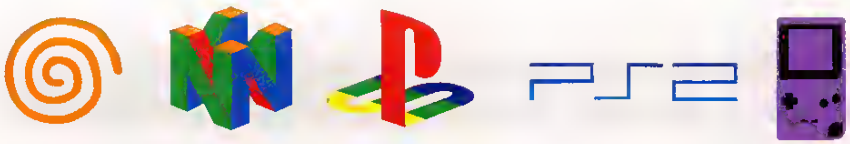



If you despise all things Pokémon, I don't have the time or space here for a full argument on why you should give them a try—I'll just say they are much more than cute little kid's games. Sure there's a ton of reasons why Gold and Silver are better than the first set of Pokémon games, but admittedly they don't make enough of a difference to change anyone's mind. In other words, if you liked the first game, you'll like the sequel. If you didn't, you won't. The whole collecting—everything aspect of the game has been expanded tenfold—besides all the new creatures, there are items you get by trading Pokémon, people who only appear on certain days, Pokémon that only appear at certain times, new ways of evolving Pokémon, and **enough other tiny secrets and hidden techniques to make your head spin.** Needless to say, being the kid who knows everything about Pokémon just got a lot harder. My complaints are the same I had with the first game—combat is repetitive and happens way too often. Puzzles are practically nonexistent, and progress still relies mostly on "go here, talk to him, and get that." Also, if you import your old Pokémon, the game is way too easy. Still, the graphics (including attack effects) are improved and the sound is excellent, including little Pokémon voices and catchy tunes. And since the old game is included (with a few differences) after you beat the new one, it's also a great value. **Mark**

Behind the marketing and hype that made Pikachu and friends a billion-dollar franchise, there's always been a great game. Gold and Silver take Pokémon to the next level. The thing that's different this time is that, **if you went it to—it will take over your life,** 24/7. It's a game that's only as deep as you want it to be. If you find yourself waking up early just to catch a Ledyba, you've caught the fever. Graphics are some of the best I've seen on the GBC—a testament to how big a difference real color makes. Even if you've never touched a Pokémon game, Gold and Silver is a great place to start. Refined gameplay, new monsters, new gadgets...couldn't be better. **Chris**

I liked the original Pokémon Red and Blue as much as the next guy (well, except maybe Chris Johnston, that Pokéfreak), but I gotta say I dove into my Gold and Silver review with a certain amount of dread. After all, I'd collected a couple hundred Pokémon before, and doing it all over again, going through another thousand button-mashing battles, seemed like a chore. But Game Freak packed Gold and Silver with so much new stuff—more sidequests, real-time gameplay, tons of perks for trading with others, red-hot Pokésex—that I can overlook the same ol', same ol' drudgework. **This is the only Game Boy game you'll need for a long, long time.** **Crispin**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---|---|---|---|
| 9 | 9 | 8 | 7 |



▲ Platinum
● Gold
■ Silver

# Review Archive

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| | Game | Publisher | Best Feature | Worst Feature | Scores | | | Issue # |
|---|---|---|---|---|---|---|---|---|
| **Dreamcast** | | | | | | | | |
| | Aerowings 2 | Crave Entertainment | You Can Shoot Stuff Now | You Don't Get Any Air-To-Ground Missions | 4.0 | | | 134 |
| | Army Men: Sarge's Heroes | Midway | Four-Player Deathmatch Mode | Unresponsive Controls | 4.0 | | | 137 |
| ■ | Bust-A-Move 4 | Acclaim | Addictive Gameplay | Sickeningly Cute | 8.0 | | | 134 |
| | Cannon Spike | Capcom | Old-School Gameplay | Levels Too Short | 6.0 | 6.5 | 6.0 | 135 |
| | D2 | Sega | Creepy Story Line | Tedious Gameplay | 5.5 | 7.0 | 6.5 | 136 |
| ■ | Ecco the Dolphin: Defender of Future | Sega | Gorgeous Graphics And Sound | Tough Learning Curve | 9.0 | 9.5 | 6.0 | 135 |
| | F355 Challenge: Passione Rossa | Acclaim | Amazingly Realistic Graphics | Steep Learning Curve | 7.5 | 7.0 | 6.5 | 137 |
| | Gunbird 2 | Capcom | Old-School Shootin' Fun | Often Can't Avoid Death | 7.0 | 7.5 | 5.0 | 135 |
| | Hidden and Dangerous | Talonsoft | Easier Than Rainbow Six | Stupid Team AI | 5.5 | | | 136 |
| ● | NFL 2K1 | Sega Sports | Online Play | Online Mid-Game Quitters | 10 | 9.5 | 9.5 | 137 |
| | NFL Blitz 2001 | Midway | New Minigames | Too Much Loading | 7.0 | 8.0 | 7.0 | 137 |
| | NFL Quarterback Club 2001 | Acclaim | Decent Graphics | Crazy AI | 5.0 | 5.0 | 2.0 | 137 |
| ■ | Power Stone 2 | Capcom | Awesome Environments | Can Be Confusing With Four Players | 9.0 | 8.5 | 8.5 | 134 |
| | Railroad Tycoon II | Gathering of Developers | Strategic Depth Online Play | Joypad A Little Too Cumbersome | 7.0 | | | 135 |
| | Ring, The | Infogrames | Detailed Environments | Sound Or Controls, It's A Toss-Up | 3.0 | 6.0 | 5.0 | 134 |
| | San Francisco Rush 2049 | Midway | Battle Mode | Mostly Just The Same Ol' Rush | 6.0 | | | 135 |
| ■ | Seaman | Sega | Deadpan Humor, Opinions On Life | Little Loose On Voice Recognition | 8.5 | 6.5 | 9.0 | 134 |
| | Sega GT | Sega | Fine-Tune Every Car | Game Feels Dated | 8.0 | 7.0 | 6.5 | 136 |
| | Silver | Infogrames | Story Line, Voice-Overs | Battle System | 7.0 | 6.0 | 7.0 | 134 |
| | Sno-Cross Championship Racing | Crave Entertainment | Smooth Graphics | Gameplay Feels Unbalanced | 7.0 | | | 137 |
| | South Park Rally | Acclaim | Graphics, Tons Of SP Characters | Pretty Much Everything Else | 3.0 | | | 134 |
| | Spawn | Capcom | Lots Of Unlockable Players | Camera Angles Are Problematic | 8.0 | | | 136 |
| ■ | Street Fighter III: Double Impact | Capcom | Smooth Animation | No 3rd Strike | 7.0 | 9.0 | 8.0 | 134 |
| | Street Fighter III: 3rd Strike | Capcom | Arcade-Perfect Gameplay | Missing Combos From Second Impact | 8.0 | 7.0 | 8.5 | 137 |
| | Sydney 2000 | Eidos Interactive | Good Staple Of Events | Subpar Graphics | 5.0 | 5.0 | 4.5 | 136 |
| ■ | Test Drive V-Rally | Infogrames | Track Editor | Some Slowdown | 8.5 | 9.0 | 7.5 | 135 |
| ■ | Tokyo Xtreme Racer 2 | Crave Entertainment | Cool Car Customization Options | No Two-Player Mode | 8.5 | 8.0 | 7.5 | 137 |
| | Toy Story 2 | Activision | Standard Disney 3D Platform Game | Exact Same Game From Six Months Ago | 5.0 | | | 134 |
| | Ultimate Fighting Championship | Crave Entertainment | Realistic Graphics | High Frustration Level | 6.0 | 7.0 | 7.0 | 136 |
| | Virtua Athlete 2000 | Agetec | Plays Just Like DecAthlete | Only Seven Events | 6.0 | 6.0 | 5.0 | 136 |
| ■ | Virtua Tennis | Sega Sports | Awesome Graphics And Animation | Limited Replay Value | 7.5 | 8.0 | 9.5 | 134 |
| | Wacky Races | Infogrames | Cel-Shaded Graphics | Gets Too Hard | 7.0 | 6.5 | 7.5 | 134 |
| | WDW Magical Racing | Eidos Interactive | Fanciful Music And Graphics | Too Tough For Kiddie Theme | 5.5 | | | 135 |
| | World Series Baseball 2K1 | Sega Sports | Graphics | No Fielding | 3.0 | 5.0 | 2.5 | 135 |
| | WWF Royal Rumble | THQ | Nine Wrasslers On Screen At Once! | Not Enough Modes And Options | 5.5 | 4.0 | 5.5 | 135 |
| **Nintendo 64** | | | | | | | | |
| | Army Men: Sarge's Heroes 2 | 3DO | Variety Of Weapons, And The Music | Touchy Control | 4.0 | 4.0 | 4.0 | 135 |
| | Fighter Destiny 2 | South Peak | Unique Point Scoring System | Unresponsive Control | 3.0 | | | 134 |
| | Hercules: The Legendary Journeys | Titus | Greek Mythology Is Fun | Straight-Up Zelda Rip-Off | 3.5 | | | 137 |
| ■ | Indy Racing 2000 | Infogrames | Fast And Fun Racing Gameplay | The Graphics Are Slightly Blurry | 8.0 | | | 134 |
| ■ | Kirby 64: The Crystal Shards | Nintendo | Old-School 2D Gameplay In 3D | None | 9.0 | 7.5 | 8.5 | 134 |
| ▲ | Legend of Zelda: Majora's Mask, The | Nintendo | New Transformations For Link | Time Limits Can Become Frustrating | 10 | 10 | 10 | 137 |
| ● | Madden NFL 2001 | EA Sports | Sharp And Smooth Graphics | Madden/Summeral Commentary | 9.0 | | | 135 |
| ● | Mario Tennis | Nintendo | Doubles Action | Losing At Multiplayer | 9.5 | 9.0 | 8.5 | 135 |
| | Mega Man 64 | Capcom | Tons Of Quests | Control Just Doesn't Feel Right | 5.5 | | | 137 |
| ■ | Ms. Pac-Man Maze Madness | Namco | Very Deep | Requires Plenty Of Patience | 8.5 | 8.0 | 8.0 | 137 |
| | NFL Quarterback Club 2001 | Acclaim | Relive Past Super Bowl Moments | Framerate | 2.5 | | | 137 |
| ■ | Ogre Battle 64 | Atlus | Awesome Strategy RPG Action | May Be Too Deep For Casual Gamers | 7.5 | 8.5 | 9.0 | 136 |
| ● | Pokémon Puzzle League | Nintendo | Best Versus Puzzler Ever | Annoying And Repetitive Voices | 9.0 | 9.0 | 9.5 | 137 |
| | Rally Challenge 2000 | South Peak | Race Options | Graphics, Especially In Multiplayer Modes | 3.5 | | | 134 |
| ■ | San Francisco Rush 2049 | Midway | Tons Of Shortcuts And Stuff To Collect | Sloppy Graphics In Spots | 8.5 | | | 137 |
| ■ | StarCraft 64 | Nintendo | Best RTS Console Controls Ever | Slowdown | 9.0 | 8.0 | 7.5 | 134 |

| | Game | Publisher | Best Feature | Worst Feature | Scores | | | Issue # |
|---|---|---|---|---|---|---|---|---|
| ■ | Turok 3 | Acclaim | Graphics In High Resolution Mode | Short Play Length | 8.0 | 8.5 | 8.0 | 136 |
| ● | World Is Not Enough, The | Electronic Arts | Classic GoldenEye-Style Gameplay | A Few Confusing Mission Goals | 9.5 | 8.5 | 9.5 | 137 |
| **PlayStation** | | | | | | | | |
| | Action Bass | Take 2 Interactive | It Only Costs 10 Bucks | It's Not Worth Much More Than That | 4.5 | | | 135 |
| | Alien Resurrection | Fox Interactive | Scary As Hell Atmosphere | Frustratingly Difficult | 8.0 | 5.5 | 5.5 | 136 |
| | Army Men: Air Attack 2 | 300 | A Decent Army Men Game For Once | Restrictive Camera Angle | 7.0 | | | 137 |
| | ATV: Quad Power Racing | Acclaim | Great Physics | Tracks Are Too Long | 6.0 | | | 137 |
| | Blaster Master Blasting Again | Sunsoft | Fun Like The NES Game | Music High On The Cheese Factor | 6.5 | | | 137 |
| | Bomberman Party Edition | Vatical Entertainment | It's Bomberman | The Throw-Away Single-Player Mode | 7.5 | | | 137 |
| ■ | Breakout | Hasbro Interactive | Inventive Levels | Over Too Soon | 8.0 | | | 137 |
| ● | Chrono Cross | Square EA | Stunning Music | The Game Ends | 9.5 | 10 | 10 | 134 |
| | Crash Bash | Sony CEA | Lots Of Crash Characters | Sleep-Inducing Minigames | 5.0 | 6.0 | 7.0 | 137 |
| | Dave Mirra Freestyle BMX | Acclaim | Massive Variety Of Tricks | Sluggish Game Engine | 7.5 | 7.5 | 7.0 | 137 |
| | Destruction Derby Raw | Midway | Great Vehicle Control | A Touch Of Slowdown | 8.0 | 7.5 | 6.5 | 136 |
| ■ | Dino Crisis 2 | Capcom | New Style Of Gameplay | A Little Too "Arcadey" At Times | 8.5 | 9.0 | 9.0 | 136 |
| | Dragon Valor | Namco | Good Controls | Boring Levels | 6.0 | 4.5 | 4.5 | 136 |
| | Family Feud | Hasbro Interactive | Only Takes 20 Minutes of Your Life | Virtual Louie | 2.5 | | | 137 |
| ● | Final Fantasy IX | Square EA | Awesome Graphics And Music | The Card Game Is Boring | 10 | 9.5 | 9.5 | 137 |
| | Flintstones Bedrock Bowling | South Peak | The Official Voice Actors Do The Lines | It's Not Bowling. Why, God, Why? | 0.5 | | | 135 |
| | Frogger 2: Swampy's Revenge | Hasbro Interactive | Improved Single-Player Gameplay | Boring Multiplayer Modes | 7.0 | 4.0 | 5.0 | 137 |
| | Galaga | Hasbro Interactive | Classic Galaga Music | Plays Nothing Like The Original | 4.0 | | | 137 |
| | Hogs of War | Infogrames | It's Like Worms In 3D | Difficult To Aim Weapons In 3D | 7.0 | | | 136 |
| | Incredible Crisis | Titus | It's So Crazy! | Too Strange For U.S. Audiences? | 7.0 | | | 136 |
| ■ | Jarrett & Labonte Stock Car Racing | Codemasters | Excellent Driving Physics | Totally Misleading License | 9.0 | 8.5 | 8.5 | 136 |
| | Jeopardy! 2 | Hasbro Interactive | Great Selection Of Categories | That Darn Text Parser | 5.5 | | | 137 |
| | Jeremy McGrath Supercross 2000 | Acclaim | Many Tracks | Tracks Are Pretty Much The Same—All Dirt | 3.5 | | | 136 |
| ● | Madden NFL 2001 | EA Sports | Madden Cards | Madden Opening His Mouth | 9.5 | 9.0 | 9.5 | 135 |
| | Medal of Honor: Underground | Electronic Arts | More Intense Than The Original | Same Ol' Bland Visuals | 8.0 | 7.5 | 7.5 | 137 |
| | Mega Man Legends 2 | Capcom | New Lock-On Feature | Blocky Graphics | 7.5 | 7.5 | 8.5 | 137 |
| | Mike Tyson Boxing | Codemasters | Nice Character Models | Unbalanced Gameplay | 5.5 | 4.5 | 6.0 | 137 |
| | Mortal Kombat: Special Forces | Midway | Beat Guys Up! | The Whole Game Is Halt-@#$ed | 1.5 | | | 135 |
| ■ | Ms. Pac-Man Maze Madness | Namco | Lots Of Depth | Requires Plenty Of Patience | 8.5 | | | 137 |
| | MTV Sports: Pure Ride | THQ | Smooth Rider Animation | Sloppy Collision Detection | 6.0 | 6.0 | 2.5 | 137 |
| | MTV Sports: Skate.-Andy MacDonald | THQ | Loads Of Levels | Unresponsive Control | 1.5 | 2.0 | 3.5 | 137 |
| | Muppet Monster Adventure | Midway | Gameplay Is Surprisingly Solid | It's Easy To See This Was Made For Kids | 7.0 | | | 137 |
| | Muppet RaceMania | Midway | Loaded With Character | Incredibly Sloppy Control | 6.0 | | | 137 |
| | NASCAR 2001 | EA Sports | Licensed Drivers & Tracks Incl. Daytona | Car Control | 6.0 | | | 136 |
| | NBA Live 2001 | EA Sports | In-Game Challenges | Still Choppy | 7.0 | 8.0 | 7.5 | 137 |
| | NBA ShootOut 2001 | 989 Sports | Create A Funky Dunk | Visuals | 4.5 | 6.5 | 6.5 | 137 |
| | NCAA GameBreaker 2001 | 989 Sports | Keith Jackson | Suspect AI | 7.0 | 7.5 | 7.0 | 135 |
| | NFL Blitz 2001 | Midway | Still Plays Like Blitz | Well, It Still Plays Like Blitz! | 6.5 | | | 137 |
| | NFL GameDay 2001 | 989 Sports | Tackles Animations | AI Could Still Be Better | 6.5 | 7.0 | 7.5 | 135 |
| | NHL 2001 | EA Sports | Rebounds | Framerate | 6.0 | | | 137 |
| ■ | NHL FaceOff 2001 | 989 Sports | Balanced Gameplay | No Franchise | 8.5 | 8.0 | 7.5 | 136 |
| ■ | Parasite Eve II | Square EA | Resident Evil-Style Gameplay | Tedious Puzzles | 8.0 | 8.0 | 8.5 | 135 |
| | Polaris SnoCross | Vatical Entertainment | The Price | The Monotony | 2.5 | | | 136 |
| | Pro Pinball: Fantastic Journey | Empire Interactive | The Price | There's Only One Table | 7.5 | | | 135 |
| | RayCrisis | Working Designs/Spaz | Old-School Shooting Action | No Two-Player Mode | 8.0 | 6.0 | 7.0 | 136 |
| | RC Revenge | Acclaim | A Track Editor | A Track Editor W/ Limited Memory=Worthless | 4.0 | | | 136 |
| | Resident Evil: Survivor | Capcom | Semi-Interesting Story | ...Where Should We Start? | 3.5 | 5.0 | 4.0 | 136 |
| | Samurai Shodown: Warrior's Rage | SNK | You Can Turn It Off | For SNK's Last U.S. Effort, It Blows | 2.0 | | | 135 |
| | Sno-Cross Championship Racing | Crave Entertainment | Realistic Gameplay | Realistic Gameplay | 5.0 | 5.0 | 5.0 | 136 |
| | Spider-Man | Activision | Swinging Around As Spidey | Camera In Enclosed Areas | 8.0 | 8.5 | 7.0 | 135 |



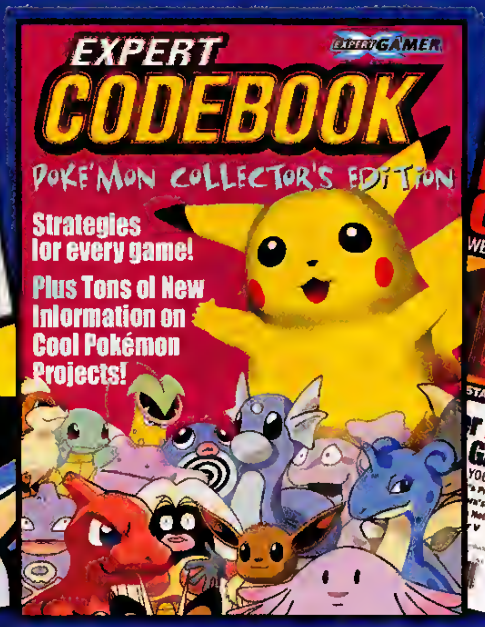
▲ Platinum
● Gold
■ Silver

# Review Archive

| | Game | Publisher | Best Feature | Worst Feature | Scores | | | Issue # |
|---|---|---|---|---|---|---|---|---|
| ■ | Spin Jam | Take 2 Interactive | Addicting Arcade-Like Gameplay | The Cuteness Of The Characters | 8.0 | | | 136 |
| ■ | Spyro: Year ot tke Oragon | Sony CEA | Solid Gameplay | Still Too Freaking Cute | 9.0 | 7.5 | 8.0 | 137 |
| ■ | Star Trek: Invasion | Activision | Mission Variety | Extreme Difficulty | 8.0 | 8.0 | 9.0 | 136 |
| | Sydney 2000 | Eidos Interactive | Lots Of Events | Crappy And Sluggish Graphics | 4.0 | | | 136 |
| | Team Buddies | Midway | RTS Action On PS | Sometimes Confusing Interface | 7.0 | 7.0 | 7.0 | 136 |
| | Tenchu 2: Birth of the Stealth Assassins | Activision | Oay And Night Missions | Camera, Sluggish Control | 7.0 | 7.5 | 6.5 | 135 |
| ▲ | Tony Hawk's Pro Skater 2 | Activision | The New Manual Move | Long Character-Select Load Times | 10 | 10 | 10 | 136 |
| | Tyco RC | Matt | It's Got The Actual Tyco RC Vehicles | Bumping Into Walls Hurts Bad | 3.0 | | | 136 |
| | Vampire Hunter O | Jaleco | Slick Anime Styling | Frustrating Controls | 4.0 | 4.5 | 4.5 | 135 |
| | Wheel of Fortune 2 | Hasbro Interactive | Easy Play Mechanics | Waiting Forever For A Turn | 7.0 | | | 137 |
| **PlayStation 2** | | | | | | | | |
| | Armored Core 2 | Agetec | Fully Customizable Robots | Frustrating Controls | 6.0 | 5.5 | 6.0 | 137 |
| | Oynasty Warriors 2 | Koei | Consistent Action | Repetitive Gameplay | 7.5 | 6.5 | 6.0 | 136 |
| | Eternal Ring | Agetec | Making Magic Rings | Simplistic Combat | 6.0 | 3.5 | 7.0 | 136 |
| | Evergrace | Agetec | Lots Of Weapons And Outfit Options | Obnoxious Load Times | 6.5 | 5.5 | 7.5 | 137 |
| | Gungriffon Blaze | Working Oesigns | Intense Gameplay | Not Enough Missions | 7.0 | 6.5 | 7.0 | 137 |
| | Kessen | Electronic Arts | Smooth And Pretty | Rather Lengthy Battles | 7.5 | | | 137 |
| ● | Madden NFL 2001 | EA Sports | Oh, Those Wonderful Graphics | More Sluggish Than PS1 Version | 9.0 | 9.0 | 9.0 | 136 |
| ■ | Midnight Club | Rockstar | Huge Playing Fields | A Tad Too Difficult At Times | 9.0 | 8.5 | 7.0 | 137 |
| ● | NHL 2001 | EA Sports | Realism | Slight Slowdown | 9.0 | 9.5 | 10 | 137 |
| ● | Ridge Racer V | Namco | Excellent Control | All That Fog In Multiplayer | 9.5 | 9.0 | 8.5 | 136 |
| | Silent Scope | Konami | Cool Sniping Action | Over Too Quickly | 6.5 | 7.0 | 7.5 | 137 |
| | Smuggler's Run | Rockstar Games | Huge, Open Terrain To Navigate | Cops Swarm You Relentlessly | 8.0 | 8.5 | 6.5 | 137 |
| | Swing Away Golt | Electronic Arts | Story Mode | Goofy Caddies | 7.5 | 8.0 | 6.5 | 136 |
| ● | SSX | EA Sports | Great Overall Presentation | Little Bit Of Slowdown | 9.5 | 9.0 | 8.5 | 136 |
| | Street Fighter EX3 | Capcom | Curbed Slowdown In U.S. Release | Where's The One-On-One Mode? | 6.5 | 7.5 | 6.0 | 137 |
| | Summoner | THO | Vast, Well-Oesigned Levels | Bland Characters And Gameplay | 6.0 | 4.0 | 4.5 | 137 |
| | Tekken Tag Tournament | Namco | Shiny Happy Tekken 3 | Nothing New, Really | 8.0 | 7.0 | 8.0 | 137 |
| | Wild Wild Racing | Interplay | Oetailed Car Models | Framerate Is A Little Slow | 6.5 | | | 137 |
| | X-Squad | Electronic Arts | Cool Weapons | No Multiplayer | 6.5 | 7.5 | 6.0 | 137 |
| **Game Boy/Game Boy Color** | | | | | | | | |
| | 1942 | Capcom | Old-School Vertical Shootin' | Horrible, Horrible "Music" | 5.5 | | | 134 |
| | All-Star Baseball 2001 | Acclaim | Simple, Yet Still Fun | No Multiplayer | 6.5 | | | 134 |
| | Animorphs | Ubi Soft | True To The Kid's Books | Mice-Fighting Aliens | 5.0 | | | 136 |
| | Buffy the Vampire Slayer | THO | Keeps The Buffy Humor intact | Terribly Boring Levels And Battles | 2.5 | | | 137 |
| | Crystalis | Nintendo | Graphics | Aggravating Play Mechanics | 6.5 | 7.5 | 6.5 | 134 |
| | Oragon's Lair | Capcom | Almost An Exact Port Of The Original | Almost An Exact Port Of The Original | 6.5 | | | 137 |
| ■ | Oragon Warrior I&II | Enix | Two RPGs For The Price Of One | Games Feel Slightly Oated | 9.5 | 8.5 | 7.0 | 135 |
| ■ | Frogger 2 | Majesco | Classic Frogger Gameplay | Questionable Maze Oesign | 8.0 | | | 135 |
| | Galaga | Majesco | It's Portable Galaga | Can't See Incoming Attacks | 7.0 | | | 135 |
| | Metal Walker | Capcom | Unique Battle System | Battles Every Two Steps! | 8.0 | 5.5 | 7.0 | 137 |
| | Monster Rancher Explorer | Tecmo | Simple Gameplay | Stiff Control And Boring Puzzles | 5.5 | | | 136 |
| | Perfect Oark | Rare | Gameplay Variety | Idiotic Guards | 5.5 | 5.5 | 5.0 | 135 |
| | O*Bert | Majesco | Just Like Arcade | Controls Are A Bit Tough | 5.0 | | | 135 |
| ■ | Road Rash | Electronic Arts | Awesome Scaling Effect | All Of The Tracks Look Very Similar | 8.0 | | | 137 |
| | San Francisco Rush 2049 | Midway | Its Natural RC Pro Am Style Ot Play | It's Just Too Oarned Short | 7.0 | | | 137 |
| | Spider-Man | Activision | Looks Really Good For A GBC Game | Far Too Oifficult For The Youngins | 7.5 | | | 135 |
| | Test Orive Cycles | Intogrames | Pseudo Scaling | Simple, Sloppy Control | 3.5 | | | 136 |
| | Test Orive Le Mans | Infogrames | Loads Of Cars, Tracks And Features | Frustrating Control | 3.0 | | | 135 |
| | Turok 3 | Acclaim | Vehicle Type Of Gameplay | Tedious Levels | 3.0 | | | 136 |
| ■ | Wacky Races | Infogrames | Smooth 30 Scrolling On The GBC | The Whole Experience Is Far Too Brief | 8.0 | | | 134 |
| ■ | Warlocked | Nintendo | Those Wizards | Troops Get Lost Too Easily | 9.0 | 8.5 | 8.5 | 135 |
| | X-Men: Mutant Academy | Activision | Graphics | Way Way Way Too Simple | 2.0 | | | 134 |

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# Reader Reviews

## NBA Live 2001

**What we said:**
**"It looks pretty much the same as last year...hang on to 2000 and save up for the PS2...unchanged from last year."**

**How we rated it:**

| | | |
|---|---|---|
| 7.0 | 8.0 | 7.5 |

**What you said:**
NBA Live has always been the dominant basketball game franchise and nothing could touch it. Well, nothing much has changed. The game is a solid work of programming with many improvements over previous releases. The animation is much smoother and the graphics are a bit more realistic. It includes some nifty features such as the "challenge," but for those of us who just like realism it is still the game to beat. The AI is excellent and provides a competitive game. The only thing that bothers the crap out of me is why the console version did not get a deeper franchise mode. I mean, Madden and all the other EA games have players getting older, retiring, getting better/worse, becoming free agents, a draft mode, etc. Why can't they implement these features into Live? I guess rookie faces are the problem, but couldn't they have implemented a random face generator that uses the already available feature in the game? **I hate to say this, but I will give ShootOut 2001 a try (due to the draft mode)** and I may switch over until Live gets its act straight. I mean, playing up to 10 seasons is great—but only if your players age/mature realistically and you can draft rookies! Also: INCREASE INJURIES GOD DAMN IT!!!!

Brothers Marens
dethangelz@hotmail.com



**"Why can't they implement these features into Live?"**



## NFL 2K1

**What we said:**
**"The gameplay is gridiron action at its finest...the passing game is much tighter and precise...this is a must-have."**

**How we rated it:**

| | | |
|---|---|---|
| 10 | 9.5 | 9.5 |

**What you said:**
I think NFL 2K1 is a very good game. I bought the Dreamcast for the sole purpose of NFL 2K. However, NFL 2K1 definitely did not deserve that high of a rating. Here's why:

1.) Poor collision detection...! I have played a boat load of NFL 2K1 games and one thing that is certain in each game is the poor collision detection. It's painful to watch a defender dive to tackle a runner and have the runner's legs go through him on the way to a touchdown. I have seen the ball pass through shoulders, arms and hands.

2.) No intentional grounding. So many times I go to sack the QB and he throws the ball away in the pocket right when I hit him.

3.) Butter-fingered receivers (Pro & AllPro). When I play as the Rams I can

## The World Is Not Enough

**What we said:**
**"...sure to please most every console FPS fan...definitely a worthy successor...Bond's arsenal of kick-ass guns easily rivals Joanna Dark's..."**

**How we rated it:**

| | | |
|---|---|---|
| 9.5 | 8.5 | 9.5 |



**What you said:**
Can a Bond game be good without Rare backing it up? Absolutely. While Tomorrow Never Dies for the PlayStation was dismal at best, TWINE blows it out of the water. **Is it better than GoldenEye? Well...almost.** TWINE has a few flaws that are rather hard to overlook. I found several glitches in the animation, one of which not only made a terrorist run in place, but also allowed me to empty the ammo from all of my weapons into him...without doing any damage. Un-acceptable. I also noticed that the graphics weren't as clear as the other Nintendo Bond we all know and love (which isn't a huge deal, but I noticed the Review Crew gave it a "9" for visuals, which rather mystified me). I would've also liked to be able to take away the text that pops up every time there's a conversation. On the bright side, though, the game follows the movie's plot faithfully, and the music brings you into the world of danger and intrigue that is 007. The voice acting is surprisingly good, almost on par with Rare's Perfect Dark. Lastly...it's just fun. Yes, maybe some missions could've been less "You-have-to-see-the-movie-otherwise-you're-screwed," but you won't mind. As for the game...it has its flaws, but nothing that detracts too much from the gameplay. So, if you're a fan of GoldenEye, you might want to rent before you buy, just to see if you like TWINE's style. But for first-time players, it's worth your cash. Play it with a martini shaken, not stirred.

Peter Jurmu
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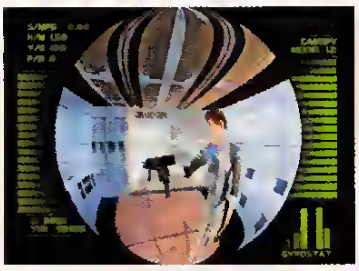
go 27-30 on passing. When I play as any other team I am lucky to hit 50% for completions. Part of this is due to the ball passing through the arms of the receivers and invisible barriers (see #4).

4.) Invisible wall. **Sometimes the ball bounces off an invisible barrier before it gets to a receiver.**

5.) Great but quirky audio. If a player gets injured then EVERY TIME a team scores, the announcer says, "[name] was injured and we'll get a report on his condition soon" or something to that effect. When I get 4th down on the opponent's 20-30-yard line they say I should punt instead of kick a field goal. Also, I was up by three touchdowns and the other team just got the ball and the announcer says they could drive for the winning touchdown. He failed to mention that they would have to do that three times.

6.) Once-in-a-lifetime strange occurrences. This is NO JOKE. It happened only once but I thought it was funny enough to mention here. I was playing as the Rams (against the Bucs) when Kurt Warner threw an "Interception." The Bucs' defender caught the ball and then turned around and ran to the WRONG endzone. I was thinking, "I am going to get a safety out of this!" Once the defender reached the endzone he dropped the ball and the announcer said the pass was incomplete. These are the reasons I wish I could save instant replays. Thanks for listening.

Lee Venable
La Vista, NE



## Perfect Dark

**What we said:**

**"This game is absolutely gorgeous... masterpiece...I was hooked."**

**How we rated it:**

**10 9.5 10**



**What you said:**

People who like first-person shooters should love Perfect Dark. I think it is the PERFECT game. Of course, it has its jaggies and all, but it is an awesome first-person shooter. **The story is great, and the graphics are the best possible for the N64,** considering the limitations. If the franchise was turned over to the PlayStation instead, the game would look a lot better, but the loading time would not. Even if Medal of Honor came out for the Nintendo system, it would not, and could not compare to Rare's Perfect Dark. Even though the limitations of the Nintendo 64 are a problem, the framerate is still smooth as a "baby's bottom." All together, I give Perfect Dark the big 1-0!

J. Campbell
Address Withheld

**"Mere words cannot articulate my anger toward this product..."**

## Seaman

**What we said:**

**"This is the coolest game ever made... bizarre...there's often nothing to do..."**

**How we rated it:**

**8.5 6.5 9.0**

**What you said:**

Hmmmm...I really love games that you don't play. Hell, this isn't even a crappy "interactive experience" like MGS or FF8. Oh no, it's far worse. Imagine a "game" with no interactivity WHATSOEVER. **It's a retarded "pet simulation" for losers with absolutely no taste in games or those lacking anything resembling a life.** Mere words cannot articulate my anger toward this product (I turned in the great MvC2 and Vanguard Bandits for it...rrrr...) and I wish you could see the look on my face as I type this. This "game" is a pile that you should avoid at ANY cost.

Nappa 195
nappa195@earthlink.net

## Turok 3

**What we said:**

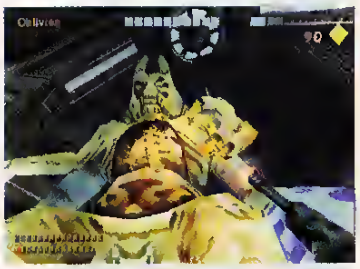
**"Multiplayer moves at a smoother framerate than Perfect Dark..."**

**How we rated it:**

**8.0 8.5 8.0**

**What you said:**

The first thing I thought when I played this game was, "Wow, awesome graphics!" This game runs smooth as silk. Also, the levels are still as huge as Turok 2, but you now have a "save anywhere" feature (big cheer!). You can play as two different characters, with branching story lines and different abilities too. **But the game is waaaayyy too short.** I managed to finish it with six



hours. That's unacceptable. In conclusion, if you can overlook the length of this game, pick this one up.

Justin Secord
Elliot Lake, Ontario, Canada

# Tricks of the Trade

By Trickman Terry
tricks@ziffdavis.com

## TRICK OF THE MONTH

### Tony Hawk's Pro Skater 2

(For PlayStation)

**Unlock Everything**

From the Main Menu Screen, access Career Mode and choose to continue a career or start a new one. On the Select Player Screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the End Run option after entering the code, and you will have access to all the cheats in the game!

Mike Peresluka
Winnipeg, Manitoba, Canada





## F355 Challenge: Passione Rossa

### FIVE HIDDEN TRACKS

On the Main Menu Screen, access the Options. On the Options Screen, press and hold X+Y. You will see a Password option appear above Exit. Keep holding X+Y, move down and access the Password option by pressing the A button. Now you may enter any of these passwords to unlock the courses as shown (Note: The passwords are case sensitive).

**Fiorano Track**
CinqueValvole

**Nurburgring Track**
LiebeFrauMilch

**Laguna-Seca Track**
Stars&Stripes

**Sepang Track**
KualaLumpur

2 **Atlanta Track**
DaysofThunder

## Hidden & Dangerous

### TONS OF CHEATS

(Important Note: You need a Dreamcast keyboard plugged into port B on the Dreamcast to make these codes work.) First, choose "Start Game" from the Main Menu Screen and when asked to enter your name, type IWILLCHEAT on the Dreamcast keyboard and press the Enter key. Next, go through the setup process by choosing your mission, men, team and weapons. In the game, type in these codes on the DC keyboard for the results as shown. You will hear a click sound when a code is entered correctly.

**Level Skip**
Type in MISSIONOVER on the DC keyboard.

**Restore Health**
Type in GOODHEALTH on the DC keyboard.

**Invincibility**
Type in CANTDIE on the DC keyboard (Note: Explosions and trains can still hurt or kill you).

**All Doors In Mission Open**
Type in OPENALLDOOR on the DC keyboard.

**Instant Death**
Type in KILLTHEMALL on the DC keyboard (Note: Use caution with this trick as it kills hostages as well).




**Player Coordinates Displayed**
Type in PLAYERCOORDS on the DC keyboard.

3 **All Weapons and Items**
Type in ALLLOOT on the DC keyboard.

**Enemy View---Front**
Type in ENEMYF on the DC keyboard. This will give you a view behind the nearest enemy. Keep typing it again and again to cycle forward through the next nearest enemies.

**Enemy View---Backward**
Type in ENEMYB on the DC keyboard. This will cycle backward through the enemies.

**Huge Heads**
Type in FUNNYHEAD on the DC keyboard.

**Debug Frame**
Type in DEBUGDRAWWIRE on the DC keyboard. This puts a strange debug picture box on the screen.

**Fail Mission**
Type in GAMEFAIL on the DC keyboard.

**The End**
Type in SHOWTHEEND on the DC keyboard. This gives you the ending of the game and credits.

## Samba De Amigo

### TWO NEW MODES

On the Main Menu Screen, choose either Arcade or Original. On the Mode Select Screen (with Hard, Normal and Easy difficulty), use the left maraca or the D-pad on your controller to access two new modes.

**Random**
Using the left maraca, or the D-pad, hold Down until "Random" appears in the middle of the screen.

1 **Super Hard**
Using the left maraca, or the D-pad, hold Up until "Super Hard" appears in the middle of the screen.

## San Francisco Rush 2049

### TRICKY CHEATS

On the Main Menu Screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with






these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

4 **All Cars**
Highlight All Cars. Press A, A, Y, Y, L-Trigger, L-Trigger. Hold R-Trigger+X. Release all buttons. Hold L-Trigger+A.

**Random Weapons**
Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.

**Invisible Track**
Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.

**Mass**
Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.

**Brakes**
Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.

**Demolition Battle**
Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.

**Super Tires**
Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y.

There are many more codes to unlock, so send them in!

## Star Wars Episode 1: Jedi Power Battles

### 5 JEDI POWER BATTLE MODE

On the Main Menu Screen, choose New Game and start a two-player game. In the middle of play, take controller 1 and press and hold R-Trigger+X+Y+B. With these held, press A. You will turn on Jedi Power Battle,



4


5

which allows you to do damage to your teammate. If you want to turn it off, just do the same trick again.

## Street Fighter III: Third Strike

### SWITCH RESOLUTIONS

Load up the game and then press and hold the following buttons until the Capcom logo appears to get different screen resolutions.

6 **De-Interlaced Mode**
Press and hold L-Trigger+Start button.

**Low Resolution**
Press and hold Y button+Start button.

**Regular Screen**
Press and hold X button+Start button.

## NFL Blitz 2001

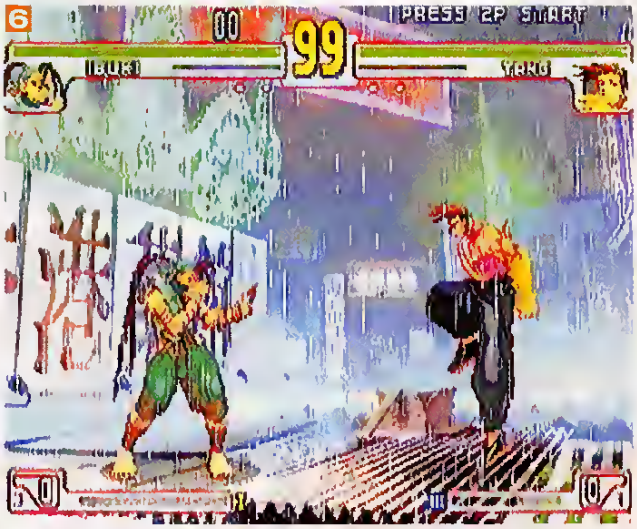
### TODAY'S CONTEST CODES

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and then press Right on the D-pad).

**Infinite Turbo**
5, 1, 4, Up

**Super Blitzing**
0, 4, 5, Up

**Super Field Goals**
1, 2, 3, Left



6



6


7

**No Interceptions**
3, 4, 4, Up

**No First Downs**
2, 1, 0, Up

**No Punting**
1, 5, 1, Up

**Allow Stepping out of Bounds**
2, 1, 1, Left

**Lights Out**
5, 3, 4, Down

**Invisible**
4, 3, 3, Up

**Big Football**
0, 5, 0, Right

**Big Head**
2, 0, 0, Right

6 **Huge Head**
0, 4, 0, Up

**No Head**
3, 2, 1, Left

**Headless Team**
1, 2, 3, Right

**Team Tiny Players**
3, 1, 0, Right

**Team Big Heads**
2, 0, 3, Right

**No CPU Assistance (2P must agree)**
0, 1, 2, Down

**Smart CPU Opponent (1P game only)**
3, 1, 4, Down

**Tournament Mode (2P game only)**
1, 1, 1, Down

**Always Quarterback (2P teammate required)**
2, 2, 2, Left

**Always Receiver (2P teammate required)**
2, 2, 2, Right

**Baseball Stadium**
5, 0, 2, Left

**Old Snow Stadium**
5, 0, 3, Up

**Grass Field**
3, 0, 0, Up

7 **Asphalt Field**
3, 0, 1, Up

**Dirt Field**
3, 0, 2, Up

**Astroturf Field**
3, 0, 3, Up

**Snow Field**
3, 0, 4, Up

**Fog On**
0, 3, 0, Down

## Pokémon Puzzle League

### MORE DIFFICULTIES, TRAINERS, ETC.

**V-Hard and S-Hard Difficulty Levels**
In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select Screen. On the Game

## TOP 10 TRICKS

**The top 10 games** of the last month given the full-on *Trickman* treatment:

### 1. Star Wars Episode 1: Racer

**Debug Trick**
Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" Menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!

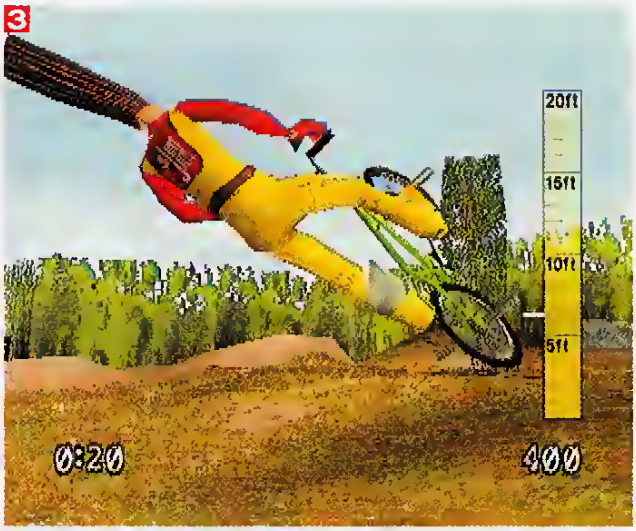
### 2. Tony Hawk's Pro Skater

**Cool Codes**
Enter the following cheat while paused during play. If you entered these correctly, the screen will shake.
**Blowout Trick**
This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the Main Menu Screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available










Settings Screen, press and hold the Z button and then press L-Shift, L-Shift, A, B. The V-Hard difficulty level will appear underneath the others. To get S-Hard difficulty, hold Z button and press R-Shift, L-Shift, A, B. Now you have two entirely new levels of challenge in the game!
**Trainer Taunts**
In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until he picks his character.
1 **Unlock Trainers**
On the "Select Trainer" screen, press and hold L-Shift+R-Shift+Z simultaneously on controllers one and two. The question marks will then go away and the characters will be revealed.
**Hidden Mewtwo Stage**
Start a 2P game. On the "Select Trainer" Screen, press and hold Z. While holding this button, press B, Up, L-Shift, B, A, Start, A, Up, R-Shift (To help you remember the code, it spells BULBASAUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.
**Level 99 Speed Marathon**
On the Title Screen, press and hold Z. While holding this button, press B, A, L-Shift, L-Shift. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings Screen, you will see that you can set the speed level to 99!

## San Francisco Rush 2049

**SECRET CODES**

On the Main Menu Screen, move down and highlight "Options." Then press the L-Shift+R-Shift+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)
**All Parts**
Highlight All Parts. Press and hold L-Shift+R-Shift. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shift+R-Shift. While holding these, press Z.
**Super Tires**
Highlight Super Tires. Press Z, Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down.
**invincible**
Highlight Invincible. Press C-Right, L-Shift, R-Shift, R-Shift, L-Shift. Press and hold C-Left+C-Down. While holding these, press Z.
2 **All Cars**
Highlight All Cars. Press C-Left, C-Left, C-Left, C-Up, C-Up, C-Up, C-Right, C-Right, C-Right, C-Down, C-Down, C-Down. Press and hold L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down. With these held, press Z.
**Invisible Track**
Highlight Invisible Track. Press C-Right, C-Right. Press and hold L-Shift+R-Shift and press C-Left. Press C-Left, C-Left. Press and hold L-Shift+R-Shift and press C-Right.
**Battle Paint Shop**
Highlight Battle Paint Shop. Press Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down.
**Invisible Car**
Highlight Invisible Car. Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.
There are more codes to unlock, so send them in!

## Dave Mirra Freestyle BMX

**SLIM JIM, BIKES AND MORE**

3 **Unlock Slim Jim**
On the Rider Select Screen, press Down, Down, Left, Right, Up, Up, Circle. At the end of the list of riders will be Slim Jim.
**Unlock All Bikes**
On the Bike Select Screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle. All bikes will be available for you to use.
**Unlock All Styles**
On the Style Select Screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. Every style will now be available.

## Duke Nukem: Land of the Babes

**TONS OF CHEATS**

From the Main Menu Screen, access the Options. Move down

# LARGEST SELECTION OF MUSIC STUFF









**BANDS**
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# WIN OVER $25,000 IN PRIZES



Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

### CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gemeboy Advance, accesories and 36" monitor. Base prize package value $1400.

### CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

### CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, duel tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder Base prize package value $7475.

**Make It Happen.** All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

**Future Puzzles.** For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

**Directions.** Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. **All entries must be post marked by JULY 25, 2001.** ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

## PRIZE PUZZLE

**WORD LIST**

| | | | |
|---|---|---|---|
| TOWER | - P | LEGAL | - Y |
| EARTH | - X | EMPTY | - V |
| WORLD | - U | WATER | - T |
| SPACE | - W | COAST | - A |
| ~~HAPPY~~ | ~~- O~~ | FIELD | - B |
| SHARE | - Z | BLADE | - D |

| | | | | | |
|---|---|---|---|---|---|
| | | T | | | |
| H | A | P | P | Y | O |
| | L | | | | |
| | | | S | | |
| | | | | L | |

SECRET WORD →

**SECRET WORD CLUE:**
What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

**ENTER ME IN THE FOLLOWING CONTESTS:**

☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) Enter All Three

102

Name

Mailing Address Apartment #

City State Zip

Area Code Phone Number

**SEND CASH, MONEY ORDER OR CHECK TO:**
**ELATION, P.O. BOX 62126 DEPT 953, EDEN PRAIRIE, MN 55344**

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than December 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

## TOP 10 TRICKS (CONTINUED)

### 3. Pokémon (Yellow)

GAME BOY COLOR

**Easy Level Gain**
To easily gain experience, switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, this Pokémon will appear. Switch to another Pokémon. Once you win the battle, the beginning Pokémon and the fighting Pokémon both gain experience points. This is especially useful if the Pokémon you want to build up has no initial attack in its first form.

### 4. Driver

**Invincibility**
Go to the Main Menu/Title Screen and enter the tricks as shown. To activate the cheats, move right until you highlight the police car and then access the Cheats Menu. Then press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. The Invincibility option will now be unlocked in the Cheats Screen.

### 5. Pokémon (Red)

GAME BOY COLOR

**Infinite Items**
WARNING: USE THIS TRICK AT YOUR OWN RISK! With this cheat, you can give yourself an unlimited supply of whatever item you have in your sixth inventory slot. Keep in mind that this trick only works in the Red and Blue versions of the game. First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon you encounter here. Repeat: Do not catch any of them. It will










and access Cheats. On the screen are locked versions of most of the codes. Put in the button codes on the Cheats Screen to unlock each one.

**Level Select**
Circle, X, Square, Square, X, Square, Circle.
**Invincibility**
L1, Square, Circle, Circle, Square, L1, L2.
**All Weapons**
R2, X, L1, Square, R1, Circle, L2.
**Infinite Ammunition**
L2, Circle, R2, Square, Circle, L2, R1.
**Double Damage**
Square, Square, Square, Circle, Circle, Circle, X.
**Temporary Invincibility**
L1, L1, L1, L1, L1, L1, R2.
**Invisibility**
Square, X, Circle, Square, X, Circle, Square.
**Full Ego**
R1, R1, Circle, Circle, L1, L1, R2.
**Full Armor**
L1, L1, R1, R1, X, X, Circle, Circle.
**First-Person View**
L2, R1, L1, R2, Circle, X, Square.
1 **Big Head Duke**
Square, Square, X, Circle, Circle, X, Square.
**Small Head Duke**
Square, X, Circle, Circle, X, Square, Square.
**Big Head Enemies**
X, X, R1, X, L1, X.
**Small Head Enemies**
X, L1, X, R1, X, X.
**Wacky FMV Sequences**
L1, L2, R1, R2, Circle, Circle, Square, Square.
**Outtake FMV Sequences**
L1, L2, R1, R2, Square, Square, Circle, Circle.
2 **Ending FMV Sequence**
Circle, R2, L1, Square, L2, X, R2.
**Unlock Every Cheat**
L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle, Circle, Circle, X, X, X, X, Square, Square, Square, Square, Select, Select, Select, Select.

## MTV Sports: Skateboarding

3 **CHEAT PASSWORD**
On the Main Menu Screen, pick Single Player. On the next menu, enter Lifestyle. Delete the name on this screen, and put in PASWRD as your name. In Lifestyle mode, you will have access to new boards and outfits. Choose your character and begin the game. Now pause and quit. Go back to the Main Menu and pick Single Player. On the next menu, pick Freeplay. In addition to new boards and outfits, all the hidden skaters and parks will be unlocked!

## NFL Blitz 2001

**TODAY'S CONTEST CODES**
When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and then press Right on the D-pad).

4 **Red, White and Blue Football**
3, 2, 3, Left
**Big Football**
0, 5, 0, Right
**Fast Passes**
2, 5, 0, Left
**Infinite Turbo**
5, 1, 4, Up
**Fast Turbo Running**
0, 3, 2, Left
**Unlimited Throwing Distance**
2, 2, 3, Right
**Power-up Offense**
3, 1, 2, Up
**Power-up Defense**
4, 2, 1, Up
**Power-up Teammates**
2, 3, 3, Up
**Super Blitzing**
0, 4, 5, Up
**Super Field Goals**
1, 2, 3, Left
**No Interceptions**
3, 4, 4, Up
**No Random Fumbles**
4, 2, 3, Down
**No First Downs**
2, 1, 0, Up
**No Punting**
1, 5, 1, Up
**Allow Stepping Out of Bounds**
2, 1, 1, Left
**Power-up Blockers**
3, 1, 2, Left
**Show Field Goal Percentage**
0, 0, 1, Down
**Show Punt Hang Meter**
0, 0, 1, Right
**Hide Receiver Name**
1, 0, 2, Right
**Invisible Receiver Highlight**
3, 3, 3, Left
**Invisible**

1-900-PRE VIEW
773 8439
The number to call for the latest cheats & gaming info

4, 3, 3, Up
**Big Head**
2, 0, 0, Right
**Huge Head**
0, 4, 0, Up
**Team Big Players**
1, 4, 1, Right
**Team Big Heads**
2, 0, 3, Right
**Team Tiny Players**
3, 1, 0, Right
**No Play Selection (2P must agree)**
1, 1, 5, Left
**Show More Field (2P must agree)**
0, 2, 1, Right
**No CPU Assistance (2P must agree)**
0, 1, 2, Down
**Power-up Speed (2P must agree)**
4, 0, 4, Left
**Hyper Blitz (2P must agree)**
5, 5, 5, Up
**Smart CPU Opponent (1P game only)**
3, 1, 4, Down
**Deranged Blitz Mode (1P game only)**
2, 1, 2, Down
**Ultra Hard Mode (1P game only)**
3, 2, 3, Up
**Super Passing Mode (2P game only)**
4, 2, 3, Right
**Super Blitz Mode (2P game only)**
4, 4, 4, Up
**Tournament Mode (2P game only)**
1, 1, 1, Down
**Always Quarterback (2P teammate required)**
2, 2, 2, Left
**Always Receiver (2P teammate required)**
2, 2, 2, Right
**Baseball Stadium**
5, 0, 2, Left
**Round Snow Stadium**
5, 0, 3, Up
**Astro Turf Field**
3, 0, 1, Up
**Ice Field**
3, 0, 2, Up
**Snow Field**
3, 0, 3, Up
**Blitz Grass Field**
3, 0, 0, Up
**Dirt Field**
3, 0, 4, Up
**Weather: Snow**
5, 2, 5, Down
**Weather: Clear**
2, 1, 2, Left
**Weather: Rain**
5, 5, 5, Right
**49ers Playbook**
1, 5, 1, Left
**Bears Playbook**
1, 1, 0, Left
**Bengals Playbook**
1, 1, 2, Left
**Bills Playbook**
1, 0, 4, Left
**Broncos Playbook**
1, 1, 5, Right
**Browns Playbook**
1, 1, 3, Left
**Buccaneers Playbook**
1, 5, 4, Left
**Cardinals Playbook**
1, 0, 1, Left
**Chargers Playbook**
1, 4, 5, Left
**Chiefs Playbook**
1, 2, 5, Left
**Colts Playbook**
1, 2, 3, Up
**Cowboys Playbook**
1, 1, 4, Left
**Dolphins Playbook**
1, 3, 1, Left
**Eagles Playbook**
1, 4, 3, Left
**Falcons Playbook**
1, 0, 2, Left
**Giants Playbook**
1, 3, 5, Left
**Jaguars Playbook**
1, 2, 4, Left
**Jets Playbook**
1, 4, 1, Left
**Lions Playbook**
1, 2, 1, Left
**Packers Playbook**
1, 2, 2, Left
**Panthers Playbook**
1, 0, 5, Left
**Patriots Playbook**
1, 3, 3, Left
**Raiders Playbook**
1, 4, 2, Left
**Rams Playbook**
1, 5, 3, Left
**Ravens Playbook**
1, 0, 3, Left
**Redskins Playbook**
2, 0, 1, Left
**Saints Playbook**
1, 3, 4, Left
**Seahawks Playbook**
1, 5, 2, Left
**Steelers Playbook**
1, 4, 4, Left
**Titans Playbook**
1, 5, 5, Left
**Vikings Playbook**
1, 3, 2, Left










## NHL 2001

### COOL PLAYERS

From the Game Setup Menu, access Advanced Options. On this menu, access Rosters. On

## TOP 10 TRICKS (CONTINUED)

ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

### 6. WWF SmackDown!

**Hidden Stuff**
As you play through an entire season in SmackDown!, you will either unlock secret characters or get extra attribute points for your created wrestler. Here is a list of what you will unlock each year.
**1st Year:** Ivory
**2nd Year:** Prince Albert
**3rd Year:** Jaqueline
**4th Year:** Viscera
**5th Year:** 80 points for created wrestlers
**6th Year:** Mideon
**7th Year:** Gerald Brisco
**8th Year:** Pat Patterson
**9th Year:** 90 points for created wrestlers

### 7. Pokémon Trading Card

**Card Advantage Tip**
85 percent of the battles are for four prizes or less. That means you can draw lots of cards with trainers and draw attacks without having to worry about running out of cards in your draw pile yourself. You'll want lots of Professor Oaks and Bills in your Deck. Some of the club leaders use stall Decks designed to run you out of cards. The Gambler trainer is a good substitute for Bill and Oak in these situations. Gambler allows you to shuffle your hand back into your Deck instead of discarding it. You can then flip a coin to draw either one or eight cards. This card can really save you late in the game.

### 8. Pokémon (Blue)

**Fight Safari Zone Pokémon**
This will allow you to fight and catch the Safari Zone

## TOP 10 TRICKS (CONTINUED)

Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls.

### 9. World Series 2K1

**Automatic Batting Aim**
This trick will work in the default Rookie Mode setting. When your man is up to bat, move the analog stick slightly in any direction. While keeping a hold on the analog stick, wait until the pitch, and the cursor will automatically follow the ball for perfect aim.

### 10. Super Mario Bros. Deluxe

GAME BOY COLOR

**Max Out Lives**
Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! Now you can max out your lives!

the next menu select Player Management. On this screen, choose Create Player. Now, enter the first and last names of the players as shown below for various results.

**Superstar Defense**
Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

**Superstar Forward**
Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

**Superstar Goalie**
Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

**Hammer**
Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."

**Dude**
Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."

## Tony Hawk's Pro Skater 2

GAME BOY COLOR

### SECRET CODES

From the Main Menu Screen, access Career Mode and choose to continue a career or start a new one. On the Select Player Screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks is entered correctly.

**Big Head**
Square, Circle, Up, Left, Left, Square, Right, Up, Left.

**Unlimited Special Meter**
X, Triangle, Circle, Up, Left, Triangle, Square.

**Fast Motion**
Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

**Full Statistics**
X, Triangle, Circle, Square, Triangle, Up, Down.

**No Blood**
Right, Up, Square, Triangle.

**Skinny Skater**
X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

**Obese Skater**
X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

**NeverSoft Pro Skaters**
On the Main Menu Screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose an empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.
AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

## Driver

GAME BOY COLOR

### STAGE PASSWORDS

From the Main Menu Screen, highlight and choose Undercover. Choose to continue and enter these passwords.

**Stage 2: Hide the Evidence**
Tire Mark, Police Badge, Pylon, Red Light

**Stage 3: Boat Chase**
Traffic Light, Key, Key, Blue Light

**Stage 4: Ram Raid Race**
Pylon, Pylon, Pylon, Police Badge

**Stage 5: Superfly Drive**
Key, Red Light, Red Light, Traffic Light

**Stage 6: Bait for a Trap**
Key, Police Badge, Tire Mark, Blue Light

**Stage 7: Take Out Di Angelo**
Police Badge, Pylon, Police Badge, Red Light

**Stage 8: Steal a Cop Car**
Red Light, Police Badge, Key, Tire Mark

**Stage 9: Get Lucky to Doctor's**
Pylon, Blue Light, Red Light, Red Light

**Stage 10: Beverly Hills Getaway**
Police Badge, Police Badge, Traffic Light, Pylon

**Stage 11: Grand Central Station**
Blue Light, Key, Key, Key

**Stage 12: Trash Granger's Wheels**
Traffic Light, Tire Mark, Red Light, Police Badge

**Stage 13: Stop Granger's Gang**
Key, Police Badge, Police Badge, Pylon

**Stage 14: Chase One of Granger's Boys**
Red Light, Blue Light, Red Light, Blue Light.

## Spider-Man

GAME BOY COLOR

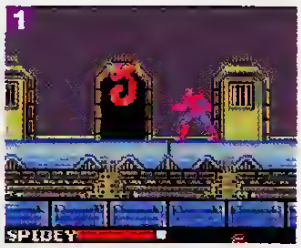
### SECRET PASSWORDS

From the Main Menu Screen, choose "Continue" and enter these passwords as shown.

**Venom Conquered**
GVCBF

**Lizard Man Conquered**
QVCLF

**1 The Lab**
G-FGN




## tricks@ziffdavis.com

**We want your tricks! We went to include your best codes and tricks in every issue, to put along with all our great tricks we pack in every issue. You can even win prizes if we pick yours as Trick of the Month!**
*see page 233 for contest rules



# GAMESHARK CODES

## DREAMCAST

### ECCO THE DOLPHIN

**Enable All Levels**
5DD7BFF7FFFFFFFF
803385A00000000F

### F355 CHALLENGE

**Infinite Time**
5B377BFA0000111E
**Place 1st - Arcade**
1C241A0E00000000
**Enable Fiorano**
B9E6378A00000001
**Enable Nurburgring**
1FB41B9600000001
**Enable Laguna-Seca**
5FC77A5000000001
**Enable Sepang**
A9035C9600000001
**Enable Atlanta**
D7288ED800000001

### NFL BLITZ 2001

**Infinite Creation Pts**
962802F10000002A
**Team 1 Start W/99 Pts**
58B47C45C0705041
58B77C4500000063
**Team 2 Start W/99 Pts**
31F22F55C0705041
31F12F5500000063

## NINTENDO 64

### ARMY MEN: SARGE'S HEROES 2

**Infinite Health**
8135C5180600
**Infinite Armor**
8135C5180600
**All Weapons & Ammo**
8115D06E0001
8116368E0001

### TUROK 3: SHADOW OF OBLIVION

**Infinite Life Force**
813334FC0063
**Have PSG**
8133395A0100
**Have Blade**
813339440100
**Have Cerebral Bore**
813339580100
**Infinite Arrows**
813339280064
**Infinite Shotgun Ammo**
813339320064
**Infinite Firestorm Cannon Ammo**
813339300064
**Have Shotgun**
813339500100
**Have Pistol**
8133394A0100
**Infinite Grenade Gun Ammo**
8133392A0064
**Infinite Pistol Ammo**
8133392E0064
**Have Grenade Launcher**
813339540100
**Infinite Health**
813334FA6400
**Have All Secrets**
811659C6FFFF
811659C4FFF

## PLAYSTATION

### DANGER GIRL

**Infinite Health**
80061B402400
**Infinite Pistol Ammo**
800EF51803E7
**Infinite Pistol Clips**
800EF51A03E7
**Infinite AK47 Ammo**
800EF57803E7
**Infinite AK47 Clips**
800EF57A03E7
**Infinite Sub Machinegun Ammo** 800EF5D803E7
**Infinite Sub Machinegun Clips**
800EF5D803E7

### DAVE MIRRA BMX

**Unlock All Hidden Characters**
800B60160C03
**Extra Time in Proquest**
E008BFA9000E
30088FA900A0
**All Movies Unlocked**
300B6018003F
300B611C000F
300B6B44000F
**All Cheats Unlocked**
8008601000FF
**Have All Gold Medals**
500006010000
300861090003
500006010000
300B620D0003
500006010000
300863110003
500006010000
300864150003
500006010000
300B65190003
500006010000
300B661D0003
500006010000
300B67210003
500006010000
300B68250003
500006010000
300B69290003
500006010000
30086A2D0003
500006010000
300B6B310003
500006010000
300B6C350003

### DINO CRISIS 2

**Unlock Characters Extra Mode**
800AEACEFFFF
**Unlock Extra Dino Mode**
800AECA80101
800AECAE0101
**99 Hit Combo**
800AE3700063
**Max Score**
800AEE10E0FF

## GAME BOY COLOR GAME BOY

### FROGGER 2

**Infinite Lives**
9109DFC2
**Have All Gems Collected**
910084C2
**Max Score**
9199E3C2
9199E4C2
9199E5C2

### LITTLE MERMAID 2: PINBALL FRENZY

**Infinite Balls**
0109A1D0
**Max Score**
010945D6
010946D6
010947D6
010948D6
010949D6
01094AD6
01094BD6

### Q*BERT

**Beat The Game In Arcade Mode!**
91138DCD
911319C4
**Max Score**
9199BeCD
9199BDCD
9199BCCD
**Infinite Lives**
91088BCD

## HEY, YOU; WANNA WIN FREE STUFF?

**If your trick is selected as Trick of the Month, you will win a free GameShark provided by InterAct, and a Twin Shock, or a Hyper64, or an Advanced Pad, or a DC carrying case from Blaze. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 233 for rules.**

**Note: If you send your trick by e-mail, you must include your real name and address.**

Send your best tricks, codes, Web sites, anything that can help make games more fun or interesting to:

**Tricks of the Trade**
**P.O. Box 3338**
**Oak Brook IL 60522-3338**

or send e-mail to:

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NEXT MONTH

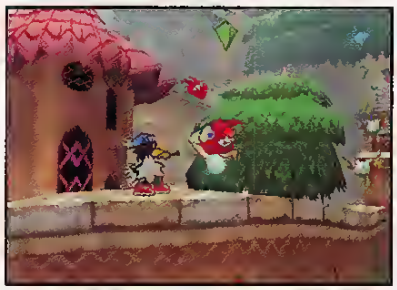
# February 2001

ELECTRONIC GAMING MONTHLY

On sale Jan. 9

## Something Old, Something New

Old franchises don't die easily. In fact, they're resurging with a vengeance on the PS2. Games such as WipeOut, Tomb Raider, Twisted Metal, Tekken and Ridge Racer had lost some of their luster. We're going to show you how and why they're making a run to regain their glory. Everything old is indeed new again. Also, in the spirit of the elections, we urge you to support your favorite games by picking up the next issue so you can get that coveted ballot for *EGM*'s Reader's Choice Awards.



**Namco is lifting the curtain off of Klonoa 2.**



- Special eXclusive...?
- More pictures and info on Gran Turismo 3 for PlayStation 2
- Klonoa 2 Preview for PlayStation 2
- Lunar 2: Eternal Blue Complete Review for PlayStation
- Grandia II Review for Dreamcast
- Capcom vs. SNK Review for Dreamcast
- Breath of Fire IV Review for PlayStation

*All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Jan. 2001

On sale Dec. 12

### Demo Disc

**Playables**

- Spider-Man
- Driver 2: The Wheelman Is Back
- The Grinch
- 102 Dalmations
- Army Men: Air Attack

**Non-Playables**

- Medal of Honor Underground




### Gran Turismo 3

In January, *OPM* takes a detailed look at what just might be the greatest racing game of all time, Gran Turismo 3. Count on them to help put you behind the wheels of the most exotic cars from around the world. And to help all those procrastinators out there, their guide on the PS2 will put all of the latest news, previews and reviews at your fingertips—no one else will give you this detailed a look at Sony's mega-system. And don't miss the latest news on the *Tomb Raider* flick. Add in all of *OPM*'s usual tricks and strategies and you have the makings of a major issue, and that's not even counting the demo disc!

EXPERT GAMER

Jan. 2001

On sale Dec. 19

### Pokémon Time

Texas doesn't have the market cornered on big, as *XG* blows up the strategy market next month. They'll have full guides on the hottest holiday games, including Medal of Honor Underground, Quake III, NFL Blitz 2001 and Shenmue and part two of their Zelda coverage. Also, you may have heard of another little game called Pokémon Gold/Silver. You want to catch all those little critters now, don't you? Be a good little "Readerchu" and pick up the January issue of *Expert Gamer*. You won't be disappointed!

- All you need for Pokémon Gold and Silver
- Super Shenmue guide
- Final maps and tips to get through Majora's Mask
- International Feature
- Ultra-detailed Medal of Honor Underground maps



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Mark MacDonald • mark_macdonald@ziffdavis.com

# The PS2 Debut: Stories From The Frontline


James Mielke


Greg Sewart


Kraig Kujawa


Mark MacDonald

**Milkman:** I went to see the fancy little line they had forming at the Metreon, which by 10:30 a.m. had amounted to two San Franciscan blocks worth of wet people (it had been raining all morning). Resident Sony PR stud, Ryan B., was wearing his official PS2 poncho (read: a plastic bag with the letters "PS2" emblazoned across the back). The crowd outside was the closest thing I've seen to the lines a console launch usually inspires in Japan. The Metreon mercifully decided to let these people off the hook by putting the PS2s on sale at midnight. So it was an energetic scene. Then again, this is a major metropolis, so I can't speak for what was happening in Boise, Idaho, but out here in San Fran, everywhere was sold out by morning.

**"...29 winners and I were escorted out by 10 armed cops and security..."**

I myself said thanks but no thanks to all the chaos. I'll wait to get mine when they are plentiful, and there's less drama in obtaining one.

**Kraig:** I went to a Super K-Mart (by Super, they mean 24 hours), where they raffled off 30 PS2s at midnight. The crowd to get their raffle tickets began around 10 p.m., and the amount of people reached over 600. The scene was pretty rowdy, some guys had coke bottles filled with liquor (you could smell it), while another guy had his baby wrapped in blankets in his shopping cart. There was also plenty of the requisite bored girlfriends waiting for their boyfriend to hurry up and get this stupid thing so they could get home. Anyhow, after waiting about 30 minutes for people to shut their mouths so that the 65-year-old guy could yell the winning numbers loud enough while standing on top of a register (they didn't bother using the intercom), the numbers were read, and I was the second one called. The PS2s were in a customer service area, and as I made my way through the throngs of PS2 suitors, I was called "a dick" by some, and patted on the back by others. When I was finally brought to the PS2 register, a CBS camera crew was there asking questions to the "winners" (the right to give K-Mart $299+). Afterward, I waited for the lottery to finish since two of my other friends were there, which was nice because I got to see the announcer accidentally step and fall off of the register, to the concerned (and amused) "ohhhhhhhhs" of the crowd, and see a shoving match between security and rowdy raffle ticket holders. Afterward, the other 29 winners and I were escorted out by 10 armed cops and security in a scene similar to the president being pushed into a waiting car by the Secret Service.

**Greg:** I promised myself I wouldn't stand in line for a PS2, but excitement got the better of me and I ended up standing in the local Best Buy line by 1 a.m. (Mark wussed out). After a long night followed by the lovely Best Buy managers going on a small power trip and making us stand there until 10 a.m. when the store officially opened, we had to endure a speech about their great two-year warranty and price protection program. Ah well, at least I got one. As for those who didn't, I don't feel too sorry for you. Go buy a Dreamcast. Its Christmas games are still loads better than anything you'll see on the PS2 before March.

**Mark:** And why did I "wuss" out? Seeing the lineup of PS2 games the night before was a very sobering experience; here it was, the all-powerful PS2 launch lineup right before me, finally for sale, and I realized that the only game I really wanted to play (Ridge Racer V) I already owned for my import machine. I wanted to try out SSX, but wasn't totally convinced it was worth the $50, much less waiting 12 hours in line for. Still, having a U.S. DVD player would be nice, so I went home, got a couple hours sleep, and got in line at 5 a.m. Three hours later they handed out the tickets and some guy five people ahead of me got the last one (out of about 210); yes, it sucked, it sucked bad. Some of the lucky ticket holders even mocked us as we plodded back to our cars, heads held low. But honestly, I was relieved in a way; I wasn't going to have to sit in the rain for three more hours and I could go home, go to the bathroom, and get some sleep. I experienced the mania, met some very cool people, and got my $5 coupon. I was happy.

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## New Releases!

| | | |
|---|---|---|
| Pokemon Gold | GB | $29.95 |
| Ogre Battle 64 | N64 | $56.95 |
| Samba De Amigo | SD | $42.95 |
| Spyro 3 | PS | $39.95 |

**'TEKKEN TAG TOURNAMENT'** Features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag-team mode creates new combinations of attacking never before possible. Sophisticated and highly detailed backgrounds.




**$48.95**

**Namco (Fighter)**
**Release: NOW**
**PSX2**

**'DEAD OR ALIVE'** Drool over lush backgrounds meticulously detailed with the most advanced techniques in lighting and texturing. Multi-tiered fighting stages let you toss your opponents through cathedral windows, over cascading waterfalls, and off towering rooftops to continue the fight below.




**Tecmo (Fighter)**
**Release:NOW**
**PSX2**
**$48.95**

**'SUMMONER'** With rings of channeling, you will call forth demons and golems, supernatural servants and elemental creatures. As a young Summoner you'll explore an incredible 3D world filled with many unique characters. Experience jaw dropping spell effects and amazing in-game cinematics.




**THQ (Roleplaying)**
**Release: NOW**
**PSX2**
**$48.95**

**'TONY HAWK'S PRO SKATER 2'** Choose from the most comprehensive roster of pro skaters, an increased number of tricks and combinations, including new grabs, grinds, inverts and lip and nollie tricks. You'll need to learn and master these new skills as you work your way up the in the rankings.



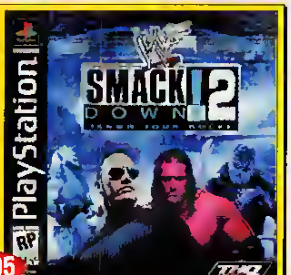

**Activision (Sports)**
**Release: NOW**
**PSX**
**$39.95**

**'SPYRO 3: YEAR OF THE DRAGON'** Is packed with tons of new features including brand new playable charaters, and new mini-games. There are a total of 37 huge levels to explore as you find gems, fight bad guys, and learn new moves to help on your journey. This is sure to be the best Spyro game yet!




**Sony (Adventure)**
**Release: NOW**
**PSX**
**$39.95**

**'WWF SMACKDOWN! 2'** Bodyslams, insane action and compelling storylines. Featuring all the top names in the business, "Stone Cold" Steve Austin, The Rock, The Undertaker, Triple H, Kane, and many more. Outstanding graphics and intense action with WWF Smackdown 2!




**THQ (Sports)**
**Release: NOW**
**PSX**
**$39.95**

## SONY PLAYSTATION 2

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| All Star Baseball 2002 | 11/00 | $48.95 |
| Armada 2 Exodus | 11/00 | $48.95 |
| Armored Core 2 | 10/00 | $48.95 |
| Army Men Air Attack 2 | 12/00 | $49.95 |
| Baldurs Gate II | 11/00 | $48.95 |
| Bloody Roar | 12/00 | $48.95 |
| Bomberman 2001 | 12/00 | $48.95 |
| Carrier | 12/00 | $48.95 |
| Dark Angel Vamp Apoc | 11/00 | $48.95 |
| Dark Cloud | 10/00 | $48.95 |
| Dead or Alive 2 | 10/00 | $48.95 |
| Demon Warrior 2 | 11/00 | $48.95 |
| Dinosaur | 12/00 | $48.95 |
| Drakan | 11/00 | $48.95 |
| Driving Emotion Type S | 10/00 | $48.95 |
| Dynasty Warriors 2 | 10/00 | $48.95 |
| Eden | 11/00 | $48.95 |
| ESPN NBA Tonight | 11/00 | $48.95 |
| ESPN NFL Prime Time | 11/00 | $48.95 |
| ESPN X Games Snowbrd | 11/00 | $48.95 |
| Eternal Blade | 12/00 | $48.95 |
| Eternal Ring | 10/00 | $48.95 |
| Evergrace | 10/00 | $49.95 |
| Evo Rally | 11/00 | $48.95 |
| Extermination | 11/00 | $48.95 |
| F1 Champ Season 2K | 11/00 | $48.95 |
| Fantavision | 10/00 | $48.95 |
| Ferrari 360 Challenge | 11/00 | $48.95 |
| FIFA Soccer 2001 | 11/00 | $49.95 |
| Formula 1 2000 | 11/00 | $48.95 |
| Galerians 2 | 11/00 | $48.95 |
| Galleon | 12/00 | $48.95 |
| Gauntlet Dark Legacy | 11/00 | $48.95 |
| Getaway | 10/00 | $48.95 |
| Giants Citizen Kabuto | 11/00 | $48.95 |
| Gradius 3 & 4 | 10/00 | $48.95 |
| Gran Turismo 2000 | 01/01 | $48.95 |
| Ground Control | 01/00 | $48.95 |
| GunGriffon Blaze | 10/00 | $48.95 |
| Hidden & Dangerous 2 | 10/00 | $48.95 |
| Jungle Book | 11/00 | $48.95 |
| Kendo | 10/00 | $48.95 |
| Kessen | 11/00 | $49.95 |
| Knockout Kings 2001 | 11/00 | $48.95 |
| Legacy Kain Soul Rvr 2 | 12/00 | $48.95 |
| Legion Legend Excalibur | 12/00 | $48.95 |
| Madden FB 2001 | 10/00 | $49.95 |
| MDK Armageddon | 11/00 | $48.95 |
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| Midnight Club Street Race | 11/00 | $48.95 |
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| NASCAR 2001 | 11/00 | $48.95 |
| NBA Hoopz | 11/00 | $48.95 |
| NBA Live 2001 | 11/00 | $48.95 |
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| PSX System 2 | 10/00 | $349.95 |
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| Smuggler s Run | 11/00 | $48.95 |
| Snowboard SuperX | 10/00 | $49.95 |
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| Star Trek New Worlds | 11/00 | $48.95 |
| Star Wars Star Fighter | 11/00 | $48.95 |
| Street Fighter EX3 | 10/00 | $48.95 |
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| The Lost | 12/00 | $48.95 |
| Theme Park World | 10/00 | $49.95 |
| Tiger Woods 2001 | 10/00 | $48.95 |
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| Top Gear Dare Devil | 11/00 | $48.95 |
| Undying | 12/00 | $48.95 |
| Unreal Tournament | 11/00 | $48.95 |
| Warriors Might & Magic | 01/01 | $48.95 |
| Wild Wild Racing | 10/00 | $48.95 |
| Wipeout Fusion | 11/00 | $48.95 |
| World Destrctn Lg Tanks | 12/00 | $48.95 |
| World is Not Enough | 11/00 | $48.95 |
| X Squad | 10/00 | $49.95 |

**'MADDEN 2001'** All the NFL teams, stadiums and exclusive Coaches Club license are here. You'll see coaches on the sidelines and hear them yelling. Each player is extremely detailed with awesome animations. John Madden and his partner Pat Summerall call the action from the booth.




**EA (Sports)**
**Release: NOW**
**PSX2**
**$49.95**

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| Armored Core Mstr Arena | 03/00 | $39.95 |
| Armonnes | 05/00 | $29.95 |
| Army Men Air Attack 2 | 09/00 | $39.95 |
| Army Men World War | 04/00 | $39.95 |
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| Bass Rise | 08/00 | $39.95 |
| Batman Beyond | 10/00 | $39.95 |
| Batman Racing | 10/00 | $39.95 |
| Battleship 2 | 10/00 | $24.95 |
| Battletanx 2 | 03/00 | $39.95 |
| Beast Wars | 06/00 | $29.95 |
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| Blade | 11/00 | $39.95 |
| Blade Arts | 10/00 | $29.95 |
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| Blaster Master | 12/00 | $39.95 |
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| Breakout | 08/00 | $24.95 |
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| Buffy Vampire Slayer | 09/00 | $39.95 |
| Builder s Block | 08/00 | $29.95 |
| Bust A Groove 2 | 02/00 | $29.95 |
| Buzz Lightyear | 10/00 | $39.95 |
| Carmageddon 2 | 08/00 | $39.95 |
| Champ Motocross 2K1 | 09/00 | $39.95 |
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| NFL Blitz 2001 | 09/00 | $39.95 |
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| RayMan 2 | 09/00 | $29.95 |
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| Roll Cage Stage 2 | 10/00 | $24.95 |
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| Star Wars Jedi Pwr Batt | 04/00 | $42.95 |
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| Striker Pro 2000 | 06/00 | $29.95 |
| Subbuteo | 00/00 | $39.95 |
| Super Bike 2001 | 12/00 | $39.95 |
| Super Cross 2000 | 06/00 | $44.95 |
| Sydney 2K Olympics | 06/00 | $39.95 |
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| Tomeko The Last Hope | 11/00 | $44.95 |
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| WWF Smackdown 2 | 10/00 | $42.95 |
| WWII Operation Overlord | 11/00 | $42.95 |
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**'CHRONO CROSS'** Features a story line with multiple scenarios set in a 3D world. Brand new battle system allowing the player a choice of fighting options, who to battle and when & where. Takes place 20 years after the events of Chrono Trigger with music and story line by the same developers.




**EA (Roleplaying)**
**Release: NOW**
**PSX**
**$39.95**



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| Battle Tanx | 03/00 | $22.99 |
| Bionic Commando | 01/00 | $28.95 |
| Blade | 11/00 | $28.95 |
| Blaster Master Boy | 08/00 | $28.95 |
| Bomberman MAX Blue | 05/00 | $26.99 |
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| Dragon Warrior Monster | 02/00 | $28.99 |
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| Force 21 | 11/00 | $28.99 |
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| Legend River King 2 | 09/00 | $28.99 |
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**'DRAGON WARRIOR 1 & 2'** Contains two incredible RPG games on one pak. Now they're back and better than ever with enhanced graphics, exciting gameplay, and wonderful storylines. Experience over 40 hours of gameplay with all new cinematics and a brand new save system.

Enix (Roleplaying)
Release: NOW
Gameboy
$28.95

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**'LEGEND OF ZELOA: MAJORA'S MASK'** Try to unravel the mystery of Majora's Mask. Link relives the same 3 days and nights, enabling him to explore his 3D world and interact with characters like never before. Solve puzzles, find hidden treasures, fight battles and discover the mystery of the Mask.

Nintendo(Roleplaying)
Release: NOW
N64
$59.95

## NINTENDO 64

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| Cruisin' Exotica | 10/00 | $52.95 |
| Dragon Sword | 10/00 | $59.95 |
| Eternal Darkness | 02/00 | $52.95 |
| ExciteBike | 05/00 | $44.95 |
| F1 Championship | 10/00 | $39.95 |
| Fighters Destiny 2 | 06/00 | $42.95 |
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# Official Contest and Sweepstakes Rules

## Trick of the Month

r No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by Dec. 15, 2000.

All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel the contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in *EGM* and/or *Expert Gamer*, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) Game Shark. Grand Prize has an approximate retail value of $99.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%), (ii) Novelty (25%), (iii) Accuracy (25%), and (iv) Originality (25%). Judging to be held on or about Dec. 30, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada, Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope following the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, Illinois 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories. Inc. ©2000 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

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2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsor's sole option: One (1) SharkPad Pro 64® for N64; One (1) Barracuda for PlayStation; or One (1) Eclipse Stick for Saturn. Grand Prize has an approximate retail value of $49.99 U.S. Winners will be selected by the Letters Editor whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i.) Originality (50%), and (ii.) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by the number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES: SEND A SELF ADDRESSED STAMPED ENVELOPE TO: LETTER OF THE MONTH CONTEST RULES, P.O. Box 3338, Oak Brook, IL 60522-3338.




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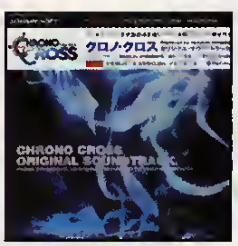
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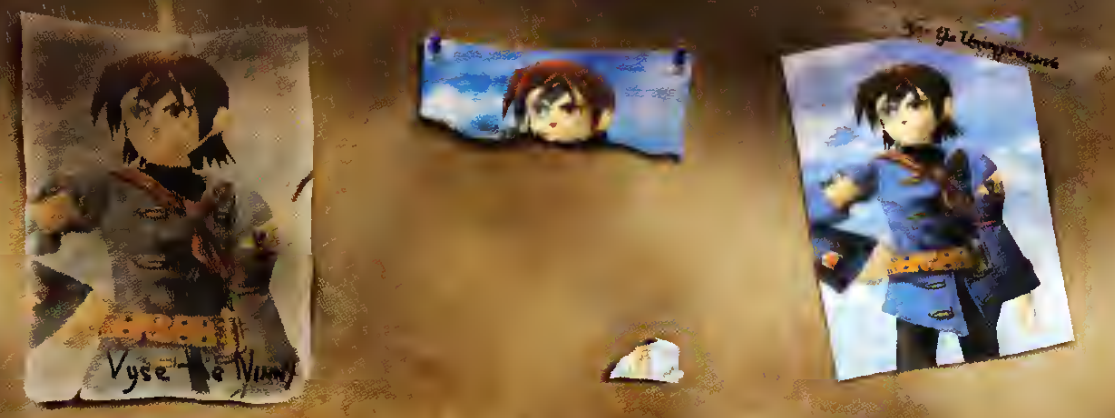
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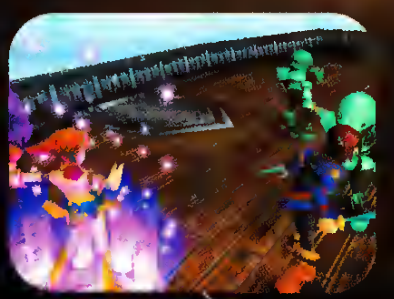
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